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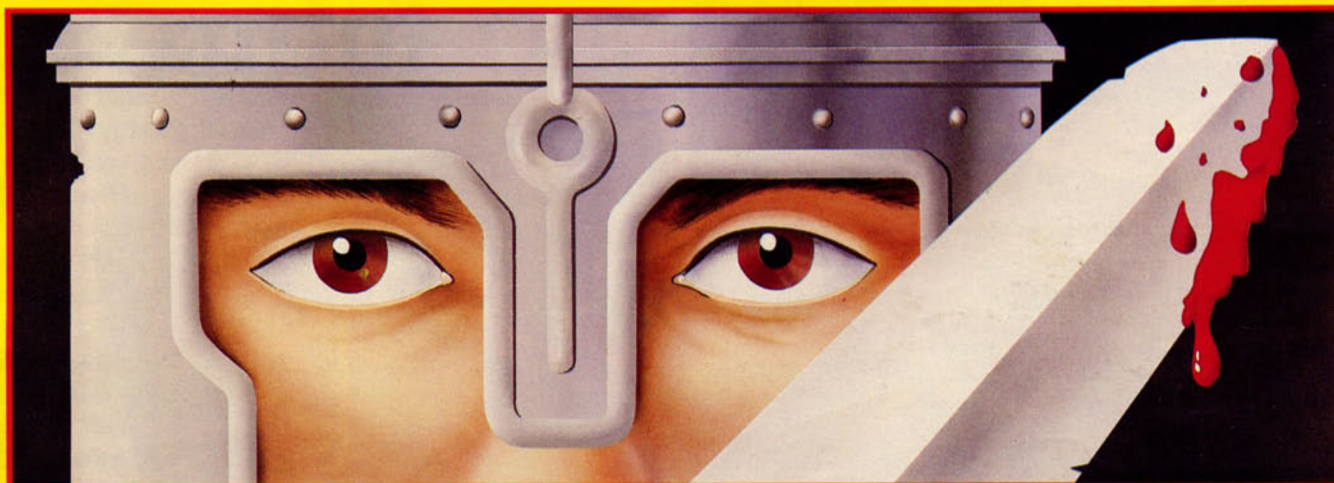
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Number 53

November 1988

Wizard Wars • Demon's Winter • Red Storm Rising

COMPUTER GAMING WORLD



Omnitrend's Paladin

Christmas Buying Guide



Lucasfilm's Battlehawks 1942

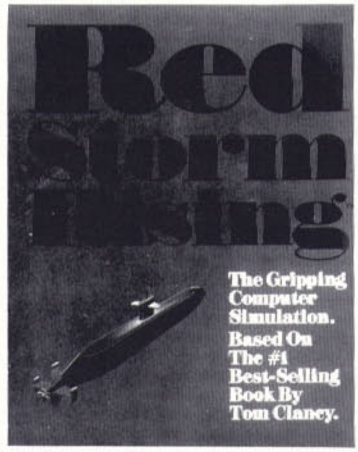
COMPUTER GAMING WORLD

Covering the World of Computer Games For Seven Years

November 1988 **Number 53**

Features

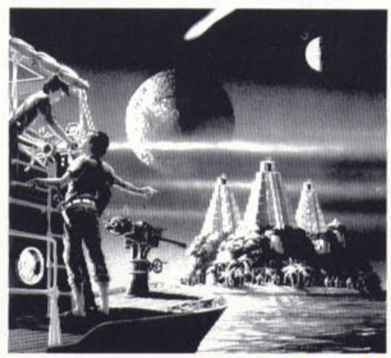
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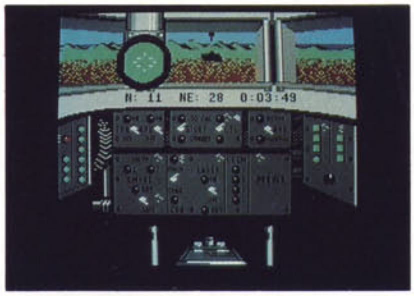
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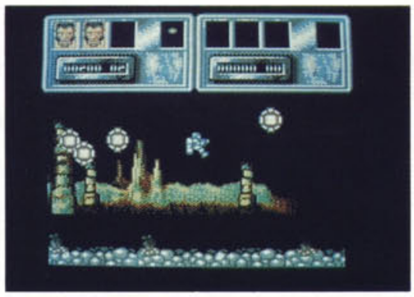
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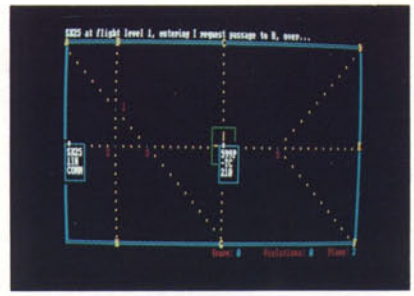
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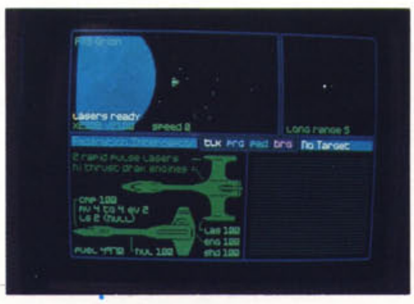
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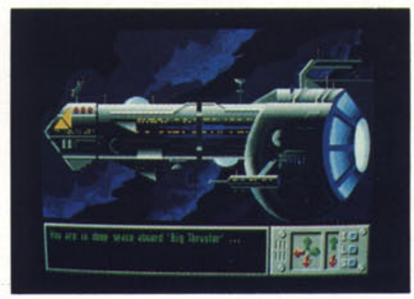
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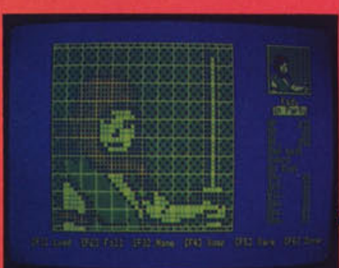
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Screens shown are from the IBM/EGA version. Requires 192K, CGA graphics.

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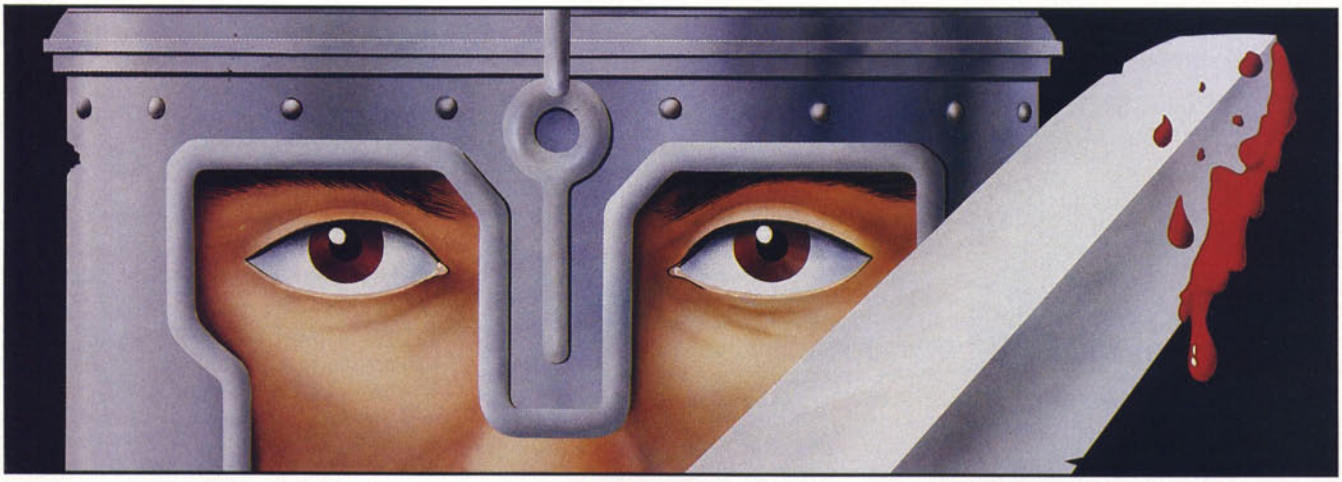
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Have Sword Will Travel

Omnitrend's "Paladin"

by Jasper Sylvester

TITLE:	Paladin
SYSTEMS:	Amiga, Atari ST
# PLAYERS:	1
PRICE:	$39.95 (Quest Disk—$29.95)
DESIGNERS:	Thomas Carbone Bill Leslie
PUBLISHER:	Omnitrend Software West Simsbury, NJ

Quixote, the paladin, watched in horror as Wilson plummeted from the sky like a boulder launched from a catapult. He had known the swordsman since both men had been squires in the service of other knights. Now, the leather clad body of his brother knight lay mangled and bleeding in the branches of a large boled tree.

With words that tiptoed softly through the air, Nichols whispered, "It was the amulet. Amulets of Levitation oft exude strange energy and consume their user."

"Wizards! Fools of the ethereal plane!" thought Quixote. "They know everything about everything, but they never tell you until it's too late! Knowledge, thou art a cruel taskmaster!"

Paladin is a game of small unit fantasy combat with both versatility and playability. Those who have played *Breach*, **Omnitrend**'s game of small unit combat in a science fiction milieu, will be both familiar and comfortable with the system. Those who are looking for the typical fantasy role playing game will be disappointed with this game. The scenarios can be loosely tied together to make a campaign game, but each scenario is primarily an excuse for pure, fast, and simple to resolve "hack and slash."

Players begin by creating a paladin character, a white knight with extra advantages who functions like the squad leader in *Breach*. In fact, squad leaders from *Breach* can be imported into *Paladin*.

The player selects a scenario from one of the ten available on the game disk, chooses from those available on the "Quest Disk," or creates his own scenario utilizing the "Quest Builder." Victory conditions for any quest utilize one or more of the following tasks: 1) rescue prisoners or obtain scrolls, 2) exit the combat zone, and/or 3) kill a given percentage of enemies. To add to the intensity of any given quest and increase the difficulty, the screen displays a "time clock" which counts down thirty seconds of game time for every movement phase used by the party.

The documentation is neither voluminous nor pretentious, but the information is absolutely essential to players, even as the paladin character discovered in the fictional introduction to this review. The fiction describes a situation which actually occurred when the game was being played prior to this review. The party of heroes happened across several of the amulets during a raid on a magic shop. Since they needed to make better time in order to rescue a friend held hostage by some evil trolls, the party elected to use the amulets to fly over the forested terrain.

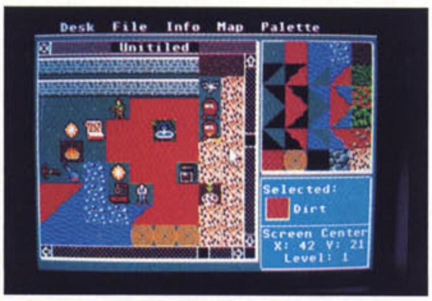
The command interface in *Paladin* made it easy to start using the artifact without bothering to read the manual. Of course, the manual warns players that there is a 10% chance of crashing at the end of any turn whenever an "Amulet of Levitation" is used. This is an important "object lesson" to teach those who want to be successful at *Paladin not* to be seduced by the remarkably simple interface and to pay close attention to the manual.

On A Clear Day, Icon Play Forever

Once the scenario actually begins, the monitor display is divided into sections which show character information, a tactical map with animated characters, and a set of command icons which can be accessed by the mouse interface. One icon drops an object, another picks up objects, and a third uses the object. Both common objects and arcane artifacts may be accessed using this interface. If the action is impossible or inappropriate, an error message is displayed in a pop-up window. Ranged combat using the crossbow or *orbs of fire* (conjured hand grenades) is handled by clicking on the "Use Object" command icon, as well. A separate combat icon pictures the outline of a sword and is



Swordsman Nichols moves out of the "entrance pentagram" to help defend the river line against hordes of marauding trolls.



Creating a new world via the "Quest Builder" scenario kit.

used to literally swing the character's sword at an enemy/monster or, with the *Shift* key depressed, to cast a spell (Spells such as "Fireball" and "Mind Stun" supplement the party's ranged weapon selection). If the character lacks movement points or ability to perform the action or cast the spell, an appropriate error message appears in a window and explains how the problem can be corrected or why it cannot be done. Even climbing stairs and opening doors can be accomplished with a simple "point and click" on the appropriate images.

A Cardinal of a Gremlin

In the course of play, animated characters appear one by one upon the screen in a spot called an "entrance pentagram." After this, the player may cycle through his party at will until each character has used all of the movement points allotted and finished the movement phase. Combat occurs during the movement phase and costs movement points, as well. Herein lies a significant weakness to the game. All movement and combat must occur in one of the four cardinal directions. In movement, characters may only make ninety degree turns. Forty-five degree turns are not permitted, so one can only travel a diagonal path in a circumlocuted manner. This is simply inconvenient in movement and the designers may argue that they provided enough movement points to take this into consideration, but this is a tremendous hassle during combat, especially ranged combat.

The inability to take ranged shots from a diagonal means that the party must actually flank an individual opponent or monster on both flanks in order to allow more than one member of the party to get in a shot. One could argue that attacks from the diagonal are relatively impractical when every attacker is swinging a sword, axe, or war hammer at close range, but there seems no *logical* reason for this limitation. Instead, it seems that ease of programming has dictated this decision rather than design philosophy.

Admittedly, these design limitations existed in *Breach*, but one would have hoped for an advance in a product built off the same system. Also, players should note that the limitations work both ways; the monsters/enemies cannot move or fire on diagonals, either. Therefore, this criticism is directed more toward a lack of realism in the model rather than a serious quibble with playability.

A more serious problem with the game system has to do with combat. Since both combat and movement are governed by the expenditure of movement points, a curious anomaly can regularly occur. If the player can deploy his party in such a way that a hero contacts the enemy with a lot of movement points to spare, it is very possible for the hero to actually strike multiple blows at the opponent and even annihilate the enemy before a single retaliatory slash or thrust can be directed at the hero.

There are certainly many games, particularly combat simulations, where phased movement allows combat to take place and be resolved prior to the enemy's movement/combat phase. Usually, however, the model assumes simultaneous fire and counts damage in both phases against both opponents. In *Breach* and *Paladin*, no such model is used.

Lifestyles of the Rich and Dangerous

In spite of any limitations within the game system, there are plenty of reasons for gamers to like both of these games. Both games offer an opportunity to play simple, yet challenging, tactical scenarios that last roughly an hour to an hour-and-a-half as opposed to the lengthy scenarios offered in some other systems. In addition, the ability to use the same squad leader or Paladin in published or personalized scenarios adds continuity, as well as replayability to the game. Even though this reviewer wishes that the squad leader or Paladin files were not immediately erased when the character dies, this does offer a realistic approach to role playing. Further, the "point and click" interface, bright colors, digitized sounds, and cute character graphics make the game both easy and interesting to play.

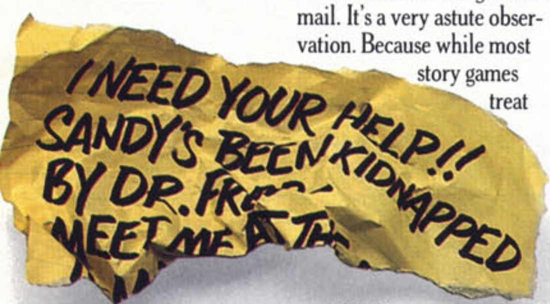
Another enjoyable aspect to this game is the capacity for exploration without a lot of heavy-duty puzzles or a long-term commitment to following an intricate plotline. The fact that some scenarios can be replayed (or modified) insures that gamers will get as much "bang for buck" in this product as in adventures that require a greater time commitment.

In short, those who liked the "feel" of play in *Breach*, but prefer a fantasy environment shouldn't miss *Paladin*. In addition, those who like the tactical combat and exploration of a role-playing game, but want the satisfaction of being able to complete a quest in one sitting will be pleased with *Paladin*. Finally, those who want to bring the scenes of their favorite fantasy novels to life in a computer game will find *Paladin* an ideal product for this purpose. This system is clean and cleverly designed with much to commend it.

NEW HOPE FOR BATTERED STORY GAMERS.

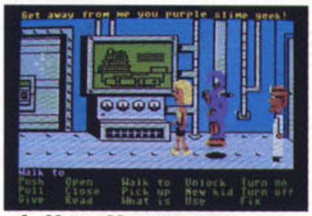
"THERE'S A LOT I LIKE about computer adventures, but it sure isn't fun getting killed all the time. That's why *Maniac Mansion* is so refreshing — I can play from start to finish without dying once!"

That's more than great fan mail. It's a very astute observation. Because while most story games treat



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Today's story games evolved from text adventures. The interface, in most cases, remained in the swamp.

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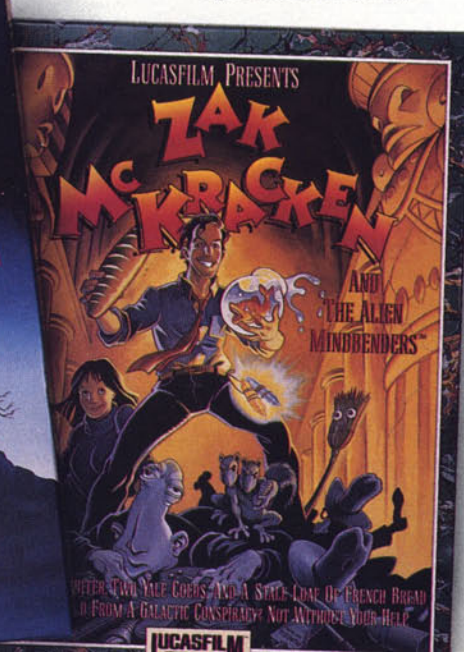
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WIZARD WARS

As Told by Scorpia

Warning: Although "The Scorpion's Tale" is a warm and comfortable tavern of the mind with a nice cozy fire of vibrant images, our resident storyteller conjures up illuminating hints about games. If the gentle reader eschews hints, let him beware!

Ah, here we are, in November (my favorite month!) again. Christmas is just around the corner, and it's time to start thinking about gift lists, especially computer game lists (No, don't ask me about Fred's; you really don't want to know). What better way to spend those cold winter nights than cozied up to a hot adventure game? Of course, some games are better than others.

Wizard Wars (**Paragon Software**), on the IBM, is a sort of quasi role-playing game. You take on the part of Temeres, a young wizard seeking the means of overcoming Aldorin, a mad and evil mage who is wreaking havoc on the world. Aldorin has upset the balance between good and evil, unleashed all sorts of unpleasant monsters, and, in general, made a real nuisance of himself.

Primary Point

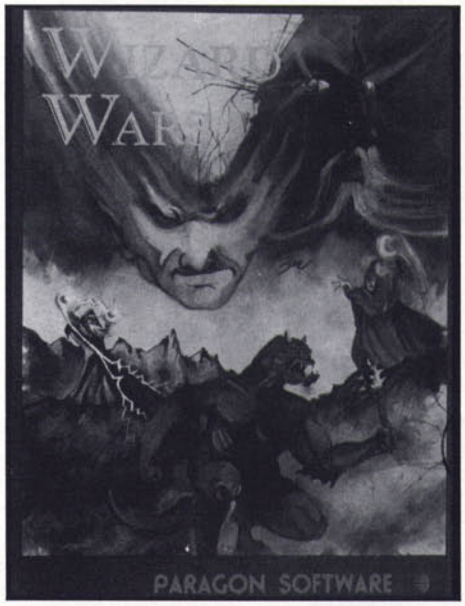
Temeres, however, doesn't start off in too good a position. After losing a previous encounter with Aldorin, he was stripped of all his magical spells, leaving him rather powerless. Fortunately, Temeres comes across a dying wizard who gives him two spells: one of teleportation and one of lightning bolts. Now that he has something to work with, Temeres can search the world for the spells and objects that will make him powerful enough to confront Aldorin once more. That, of course, is where the game begins.

There are three segments to the game. In the first, appropriately called the First Dimension, Temeres searches for a variety of spells and objects to increase his power. In the second (creatively referred to as the Second Dimension), he must make his way through a series of seven mazes, defeating a powerful wizard in each one. In the last (named, to no surprise) the Third Dimension, Temeres has his showdown with Aldorin.

Just about everything in the game is menu-driven and is very simple. At the start, the main menu provides options for saving and restoring a game, travelling to a territory in the first dimension (or to the second and third dimensions), checking inventory and character stats, creating spells, drinking potions, regulating game speed, and turning the sound on or off (I recommend Off).

Middle Ground

Travelling to a location in the First Dimension is quite simple (thanks to the teleport spell). A map comes up with the



30 territories displayed, each numbered. You simply enter the number of the territory you wish to explore. A scroll is displayed on the screen, giving the territory name, plus some details about it, and then asks if you want to go there or not.

Once inside a territory, you explore it through another menu. This menu gives you the options of searching for items or inhabitants, using or storing an item in your inventory, or returning to the travel map. There is no actual moving around here. You don't manipulate any icons across the screen. When you search for inhabitants, you see an outdoor scene with a castle in the middle. Then, a banner comes up on the left-hand side of the screen, showing Temeres peering into a crystal ball. When he finds someone, a second banner appears on the right-hand side, showing who he's encountered. What happens after that depends on whether or not the inhabitant is friendly.

With friendly types, you always get the choice of Attacking, Fleeing, or Reasoning (essentially, that's talking to them). Wise players will always talk to friendlies because they either tell you information or give you something.

Unfriendlies, the sort you're likely to encounter *most* of the time, are not open to reason. These offer the options of fighting or fleeing. Sometimes, you will get the "Attack, Flee, Reason" choices as soon as you meet them, thus giving you the opportunity to get away fast.

However, a lot of the time, you won't see that. Much of the time, the creature will attack first. Also, on many occasions, the monster you're fighting may get several attacks on you before it's your turn. Unlike most games of this type, combat is not a straight-forward back and forth matter. You may get to attack once or twice, then the monster may get several shots at you, and so on.

Temeres starts the game with 100 hit-points, and that never changes. He can regenerate slowly between rounds, but a powerful opponent with multiple attacks can put him out pretty quickly. So it's important to keep an eye on hit points during combat in order to retreat if things are not going too well.

There is no experience to be earned in the game for killing monsters. Further, Temeres does not advance in level. Rather, his spell casting energy increases over time as he defeats monsters and his wisdom increases as he finds important items. Eventually, both wisdom and spell-casting energy will reach 500, as high as you can get. A high wisdom score is important, as there are some items or friendlies you will not be able to find until wisdom has reached a certain point.

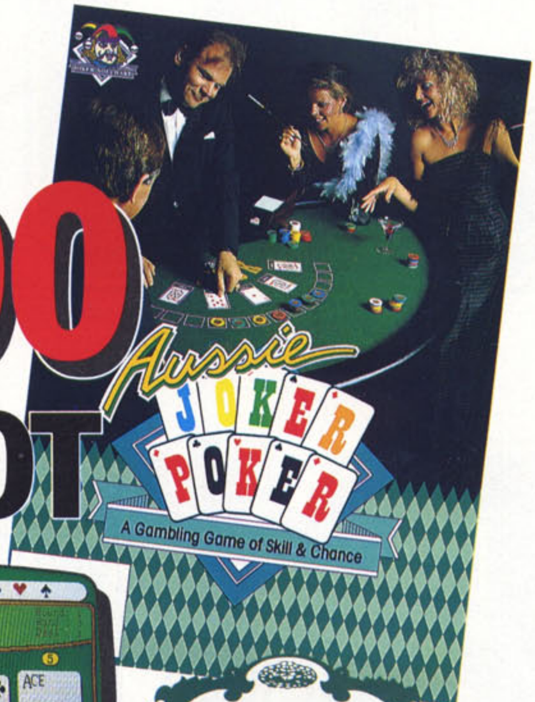
The most important things to find are the components for the special spells listed in Morgaine's Handbook and scrolls with spells. The spells in the handbook are only for specific circumstances in the game, while the scroll spells can be used at any time without special preparation.

In addition, there are a number of miscellaneous magic items, including potions, gemstones, and other objects that can be useful or harmful (you have to experiment to determine which) in your quest. Finally, there are some strange items you will find that seem to be spell

(Continued on page 12)

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5. Monthly entries must be received no later than the last day of the month in which a drawing will take place in order to participate in the month's drawing. Drawings will be held from December, 1988 through April 1989, inclusive. Final entries must be received by 4/30/89.
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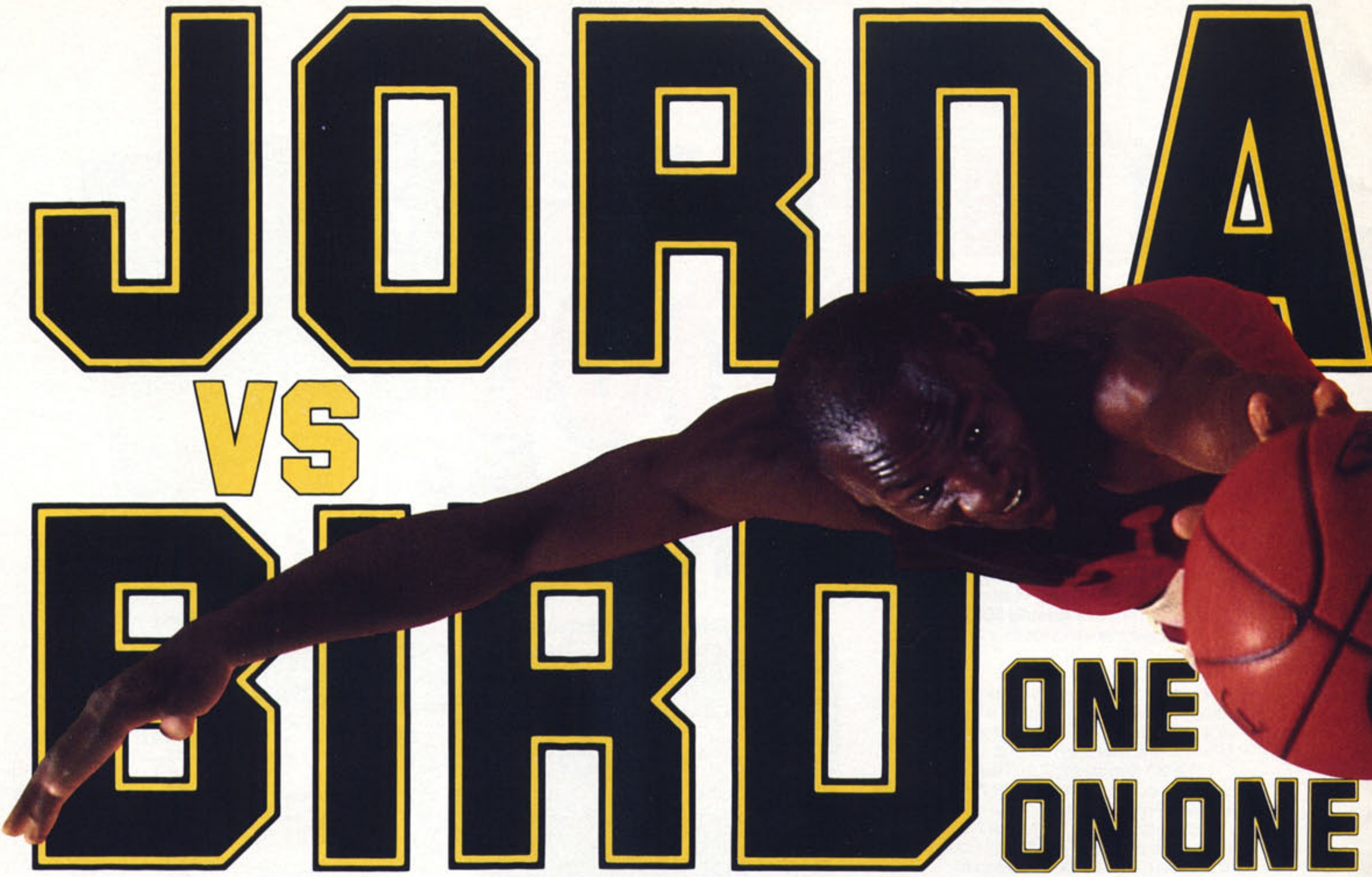
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JP 12



WIZARD WARS

(Continued from page 10)

components, but which have no use in the game and cannot be used to make spells.

All this searching in the First Dimension eventually becomes drudgery. At first, you tend to find a lot of items, but eventually you are down to locating only a few remaining ones. Since you don't really know where any of the items are in the territories, you must go through these places several times over, hoping something will come up. This takes a great deal of time.

The one item you won't find is the Sword of Mazeus. Before you can obtain this very important spell component, you must go through the mazes of the Second Dimension. These mazes are fairly simple to get through. You simply need to map accurately. There are no tricks, traps, secret doors or passageways in any of the mazes, nor any puzzles to solve. It's simply a matter of going through the hallways until you find the resident wizard and manage to defeat him or her in battle. Of course, there will be monsters along the way that you will have to fight. The one difference here is that everyone you meet will *definitely* be unfriendly and they *always* get in the first attack.

The first couple of mazes are not too difficult. As you progress, though, your opponent wizards become more powerful. For this reason, I recommend not attempting the mazes until you have the Light Shield spell. Once cast (only in combat), the shield remains up until it has absorbed its quota of damage, after which it fades away and has to be replaced.

The wizards in the mazes (as well as Aldorin) have light shields of their own. Also, they will not take you on immediately. Instead, they summon in monsters (one at a time) to fight for them prior to the showdown. Eventually, you get to fight the wizards and then it becomes a question of which side can wear the other down first. Fortunately, they never use more than one light shield, while you can cast as many as you need (one at a time, of course) as long as your spell energy permits.

You can leave a maze at any time by hitting the escape key or fleeing in combat. This brings you back to the main menu. However, if you haven't finished a maze before exiting, you must start at the beginning of the maze again. Therefore it's best to do each maze in one sitting, saving the game in between.

The first maze has one level, the rest have two or three, which means a bit of going up and down here and there until you reach the wizard. Still, this is pretty straightforward, except perhaps for the seventh maze, which has many up and down portals. Even so, persistence and good mapping will see you through.

Overall, the mazes haven't much to recommend them. The one good point to them is that, having finished one maze, you never have to go back to it again. For example, after completing the first maze, you will automatically be placed in the second one the next time you go to the Second Dimension, and so on (by the way, you don't get anything special for

defeating any of the wizards, except the last one).

When the Second Dimension has been completed, you will learn where the Sword of Mazeus can be found, which happens to be a thirty-first territory that now appears on your map for the first time. The Sword is guarded by a dragon, which you will have to kill first. Then, you can search for items and obtain the Sword (this is the only thing to be found here).

You may now complete the final spell from Morgaine's handbook and this will, in turn, open the way to the Third Dimension. When you first go there, you will face three dragons, one at a time. You have the option of fighting them or answering their riddles. If you answer the riddles, they will leave in peace and allow you access to Aldorin. Since these riddles are, to say the least, incredibly easy (the last two being hardly riddles at all), I highly recommend you take the "answer riddle" option.

Final Conflict

When the last dragon has left, you are presented with the choice of fighting Aldorin, or going back to the First Dimension. Going back is a good idea, so you can save the game at this point, as well as check on your stats. The fight with Aldorin will be the single most difficult part of the game.

Aldorin is a tough customer, make no mistake about it. This combat will not be over in a round or two. First, he will summon in, one at a time, a total of seven monsters to fight for him. Most, if not all, will be of the nastier variety.

Having gone through those, you face the big A himself. He has 250 hit points and a lot of mean spells. As with the wizards in the mazes, it comes down to who can wear out who first. For some reason, which I was never able to determine, spells cast at Aldorin were always weaker than when they were cast at a regular monster (even when I was equipped with the item that was supposed to make my spells more powerful). This means it will take a lot of spells to kill him. In the meantime, he is casting spells at you. Even worse, his spells are usually more powerful than yours and he gets more attacks than you do. Expect to renew your light shield more than once in this encounter, if you live long enough to do that.

When the combat is over, Temeres is proclaimed the new master wizard of the realm, at which point the game ends and you have to hit the escape key to exit the program.

Final Wisdom

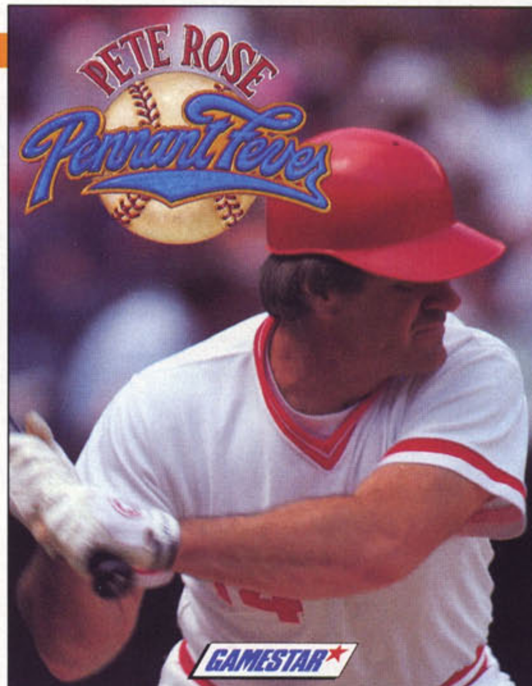
The EGA graphics in Wizard Wars are quite well done, being very detailed and very colorful. They are the best part of the game. However, with no puzzles to solve, no mysteries to unravel, no problems to overcome, and no real challenges to face (except possibly the battle with Aldorin), *Wizard Wars* is best suited to those who want to do hack and slash and not worry about intellectual puzzles.

Well, I see by the old invisible clock on the wall, it's about that time again. Remember if you need help with an adventure game, you can reach me in the following ways:

On Delphi: Stop by the GameSIG (under the Groups and Clubs menu). On GEnie: Visit the Games RoundTable (type: Scorpia to reach the Games RT). On The Source: Send SMail to ST1030. By US Mail (remember to enclose a self-addressed, stamped envelope if you live in the United States): Scorpia, PO Box 338, Gracie Station, NY NY 10028.

Until next time, happy adventuring!

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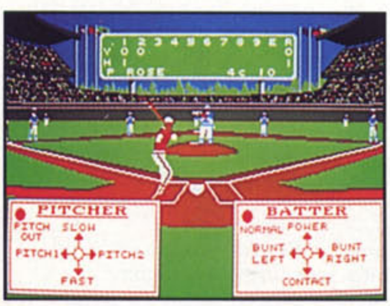


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Inside the Industry

News, Notes and Quotes From the Computer Entertainment Industry





Marvel Super Heroes Discovered Inside Home Computers

J. Jonah Jameson, the journalistic nemesis of your friendly neighborhood webslinger, would put out an extra edition of the Daily Bugle to trumpet **Marvel Entertainment Group**'s latest licensing agreements. In separate transactions, the comic book publisher has agreed to allow **Paragon Software**, as well as **Mastertronic International**'s **Arcadia** coin-op division and **Melbourne House** home computer division, to publish arcade versions of several of their popular heroes. *CGW* learned from an inside source that **Mastertronic**'s **Arcadia** division plans to have a coin-op version of the *Silver Surfer* in operation during the Spring of 1989 and has set a goal of launching an **Amiga** version of the game (through **Melbourne House**) during the Summer Consumer Electronics Show in Chicago. Company sources do not confirm the projected release dates on the product, but usually reliable sources state that the surfer is graphically portrayed in a real metallic-looking silver. The graphics arts at the company are reported to be very enthused over the work that they are doing, particularly on the popular *Nova* figure from the Marvel Universe.

Paragon Software has inked an agreement to portray *Captain America, Spiderman,* and *Doctor Victor von Doom* in a long-range project which will attempt to combine the action of arcade games with the artistic quality of the comics. If all goes well, the company plans to attempt projects utilizing a certain green-skinned giant, the most popular group of mutants in Marvel history, and a certain armed vigilante. *CGW* will report on these future projects as soon as definite agreements can be verified.

Ad Lib Music Synthesizer Card Gains Support

With the announcement by **Sierra On-Line, Inc.** that *King's Quest IV, Space Quest III, Police Quest II, Leisure Suit Larry II,* and *Silpheed* will support the *Ad Lib Music Synthesizer Card* synthesizer card, **Ad Lib Inc.** has announced that the *Ad Lib Music Synthesizer Card* now sells separately from the original *Ad Lib PCMS* package. This means that the card will now sell for $195.00 suggested retail price. In addition to **Sierra**'s announced support, the software publisher is co-sponsoring a promotion where **Sierra**'s customers can receive a $20.00 rebate on the card. Well-placed sources inside **Electronic Arts**, **Epyx**, and **Microprose** indicate that several future products from those companies will *probably* support the card, but no "on the record" announcements have been made.

Software Toolworks Acquires Intellicreations

In two major corporate actions during September of 1988, **The Software Toolworks** enhanced its public image. The company purchased 100% of the holdings of **Intellicreations**' co-owners Samuel Poole and Ted Hofmann, making **Intellicreations** (publishers of **Datasoft** products) the entertainment *division* of **The Software Toolworks**, and consolidated its stock in a 1-for-150 consolidation that took the company off the "penny stock" market and onto the "over-the-counter" market. The company has received NASDAQ status and is currently trading under the symbol, TWRX.V (with the .V to be phased out). The new acquisition, together with the company's previous acquisition of **Priority Software** makes **The Software Toolworks** a three division company: one for creativity and productivity, one for entertainment, and one for production. The production division (**Priority Software**) duplicates nearly 50,000 disks per day for both **Software Toolworks** and **Intellicreations**, as well as companies like **Ashton-Tate**. The company plans to house all three divisions in a 22,000 square foot facility in Chatsworth (current home of **Intellicreations**).

Les Crane will remain President and Chief Executive Officer of the company, while Ted Hofmann and Samuel Poole will assume vice-presidencies at the parent company. Hofmann will assume administrative duties for all three divisions, while Poole will handle creative acquisitions for the entertainment division. The new corporation will boast a crew of 20 in-house programmers and has a current estimated valuation of $38 million dollars.

Formation Flying Simulators To Soar

The most neglected niche in flight simulators and one that we have been encouraging the industry to fill, precision or formation flying, is about to be filled. Though neither of the two companies working on formation

(Continued on page 24)

CGW's Second Annual Christmas Buying Guide



Gift giving is a time-honored tradition in both the Christmas and Hannakah celebrations. Of course, some of us have also developed the holiday habit of "hinting" into an art form. For those who need that extra help in suggesting to your Santa (or Mrs. Santa) that you would rather have a new computer game than another cheese assortment, we have provided a holiday "wish book" for diehard gamers. Each husband is advised, once again this year, to place this article underneath his wife's pillow for maximum subliminal effectiveness; college students should append annotated copies of this article to the next telegram requesting funds; and offspring living at home should carefully tape the summary of each desired product to the mirror in their parents' bathroom. Each entry in the guide contains a statement from the publishers of the product, a brief note from our perspective, price information, and format listing. The Reader Service Number is to be used with the Reader Inquiry Service Card at page 4.

Access Software:
HEAVY METAL: *"Do you have the courage, skill, and intelligence to move up the ranks in today's modern army.* Heavy Metal *is a follow-up game to* Beach-Head, *our biggest seller to date."—Kevin Jones, Access.*

This is a hybrid action-strategy game with plenty of firepower and very little "downtime." Those who liked *Beach-Head* should be thrilled with this game. Amiga, IBM ($44.95), C-64/128 ($39.95). Circle Reader Service #30.

Accolade, Inc.:
STEEL THUNDER: *"When I started out, I didn't know much about tanks. I thought they were slow, weak things that were easily defeated. I learned differently."—Tom Loughry, designer of* Steel Thunder.

Although Loughry admits to no prior knowledge of armored warfare, he seems to have done his homework. Would-be tank commanders choose their tank (from four modern choices), crew (loader, gunner, and driver), ordnance, theater of operations (Cuba, Syria, or West Germany) and external armor in this simulation of modern land warfare. C-64/128 ($29.95). Circle Reader Service #31.

Activision:
F-14 TOMCAT: *"This is* Activision's *first true simulation product. It's a "Top Gun" fighter school simulation, patterned after the film, and it provides more of a storyline than most simulations and features several fighter scenarios based on real events. With bit map graphics and 3D space technology, we believe this will be of the Holiday best." Kelly Flock, Product Manager of* F-14 Tomcat.

The graphics artists from **Dynamix** know how to make action flow on the screen and they have created a visually stimulating environment for this flight simulator. C-64/128 ($39.95). Circle Reader Service #32.

Avalon Hill:
POLICE BLOTTER: *"With seven challenging mysteries by the designer of* Murder By The Dozen *and an expanded clue book, this should be an excellent purchase for crime solvers."—Bill Peschel, Avalon Hill*

This product will be published on two disks with four sides full of interesting crimes. Those who enjoyed the original should enjoy the most recent chance to match wits with this system. Apple II ($29.95). Circle Reader Service #33.

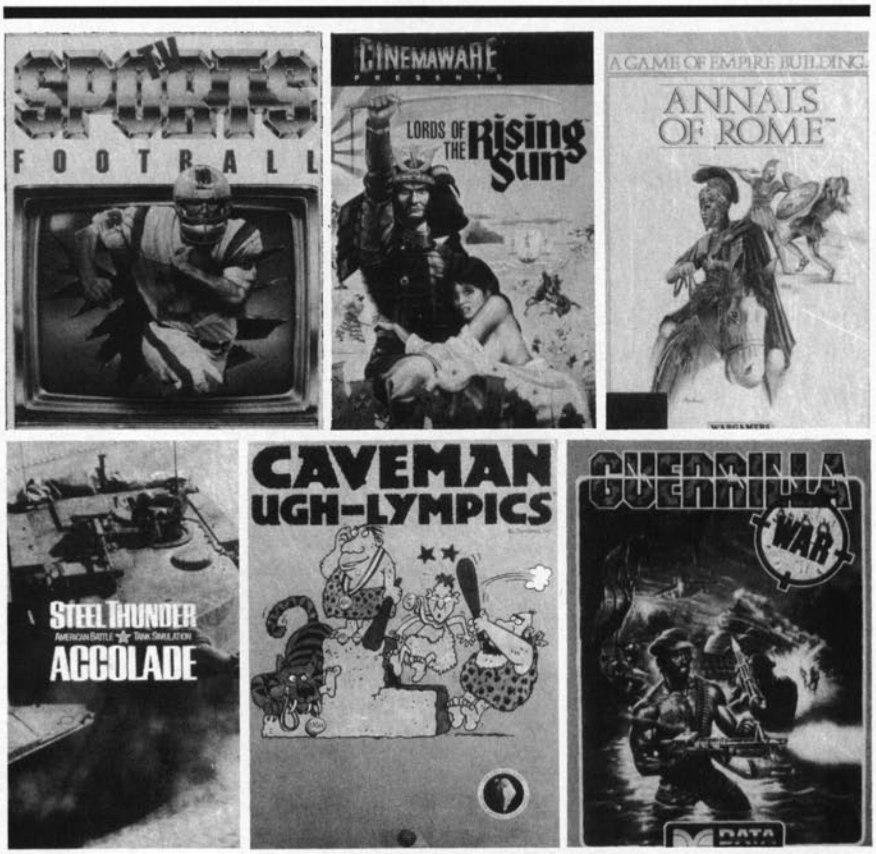
Broderbund:
DOWNHILL CHALLENGE: *"Featuring four ski events—downhill, slalom, giant slalom, and jumping—*Downhill Challenge *is the only winter sports simulation program that focuses exclusively on skiing. We believe ski enthusiasts will find* Downhill Challenge *to be the most realistic and thrilling ski simulation program available."—Jenay Cottrell, Broderbund*

Up to five players may compete in this second product in the "Challenge Line." The animation moves lively at 12 frames per second in this French import of **Microids'** *Super Ski*. Amiga, Apple IIGS, Atari ST and IBM ($29.95), C-64/128 ($24.95). Circle Reader Service #35.

OPERATION: CLEAN STREETS: *"As Cleanup Harry, an undercover cop, the player faces an assortment of*

thugs, punks and hoodlums in an all-out effort to wipe the city's streets clean. The backgrounds, 3-D animation, detailed graphics, variety and free-form nature of the fighting combine to make this game exceptionally realistic and challenging.—Jenay Cottrell, Broderbund.

This improved version of the popular French game, *Manhattan Dealers* (**Silmarils**), features nine scenarios distributed over five levels of play. Think of it as an urbanized version of classic martial arts games with both a storyline and topical moral lesson. Amiga, Atari ST ($39.95), IBM ($34.95). Circle Reader Service #36.



Buena Vista Software: WHO FRAMED ROGER RABBIT: *"Now you can bring home the excitement of the movie,* Who Framed Roger Rabbit?, *with this new computer game from* Buena Vista Software. *Using state-of-the-art computer animation and graphics, plus music and sound effects, captures the zany humor and adventures in Toontown, just like in the movie."—Debra Keene-Carter, Buena Vista Software.*

If the challenges of racing "Benny the Cab" through the streets of Tinseltown, retrieving the missing will at the Ink and Paint Club, and using cartoon gags to get past the weasel gang are anything like the fun we experienced when we saw the film, this should be a delightful game for the whole family. Amiga ($44.95), Apple II, IBM ($39.95), C-64/128 ($29.95). Circle Reader Service #36.

Cinemaware:
LORDS OF THE RISING SUN: *"Directly inspired by the classic film,* Ran, *this game has more animation than any computer game in history. It has two-and-one-half times the animation of* Rocket Ranger *and offers the strategy of an* SSI-*style wargame, as well."—Bob Jacob, Cinemaware.*

This game offers the visual stimulation we have come to expect from **Cinemaware**, but allows players to toggle off the arcade sequences and focus on strategy if they so desire. Amiga ($49.95). Circle Reader Service #37.

TV SPORTS FOOTBALL: *"We believe this is a genuine breakthrough that combines three things never done as a mix: 1) a satisfying arcade game with 2) a complete statistical game that 3) emulates an actual television broadcast."—Bob Jacob, Cinemaware.*

This first in a series of sports games should prove interesting to joystick jockeys and statistic savants alike. The capability for league play with a mix of both human and computer managed teams presented with the company's usual stunning visual effects makes this a unique action-strategy product. Amiga, IBM ($49.95). Circle Reader Service #38.

Data East:
GUERRILLA WARS: *"The newest title from* Data East, Guerrilla Wars *is an adventurous combat mission based on the arcade game and offering the same clear graphics and action of the coin-op. The arcade version is currently in the top 10 on the industry charts."—Diane Orr for Data East.*

Players attempt to rescue hostages in this conversion of a popular action game from the coin-op world. Atari ST, IBM ($39.95), C-64/128 ($29.95). Circle Reader Service #39.

Datasoft:
ANNALS OF ROME: *"Players will be sitting on the edge of their seats, perhaps indefinitely, as they skillfully attempt to conquer and rule throughout the ages. In fact, there is no conclusion to this game unless you get defeated."—Brenda Franklin, Intellicreations.*

Part of the new "Wargamers Series" (other titles include: *Android Decision, Firezone,* and *Sorcerer Lord*) imported from Great Britain, this strategy game features historical situations from the era of the Roman Republic through the end of the Roman Empire and possibly beyond. Amiga, Atari ST, IBM ($34.95), C-64/128 ($24.95). Circle Reader Service #40.

Electronic Arts: CAVEMAN UGHLYMPICS: *"The old saying 'The race goes not always to the swiftest, but to those who can avoid being eaten' was probably coined by a participant in this event."—Zina Yee,* Caveman Ughlympics *documentation.*

This arcade game offers cartoon-type animation, humorous documentation, and challenging competition. Players engage in Matetossing, Saber [Tooth Tiger] Racing (adding new meaning to running for your life), Fire Making, Clubbing, Dino Racing, and Dino Vaulting in this "prehistoric" pastime. C-64/128 ($39.95). Circle Reader Service #41.

JORDAN VS. BIRD:*"I never knew that games existed with such details and knowledge of the game."—Michael Jordan, Chicago Bulls.*

From slam dunks to three-point shots, fast-moving action is the order of the day in this game for one or two players. There is much more to this release than the best-selling *One-on-One* of previous years. IBM ($39.95). Circle Reader Service #42.

Epyx:
FINAL ASSAULT: *"There is nothing like this product. It's a mountain climbing simulation designed with help from*

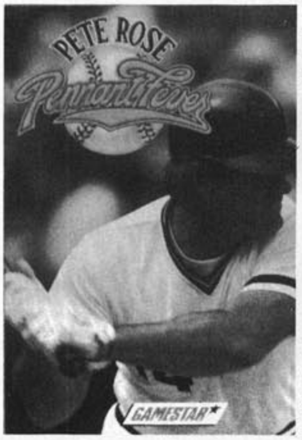
Eric Escoffier the mountain climber."—Debra Simshauser, Epyx.

Players choose equipment, evaluate weather conditions, and select the slope for the assault in this carefully crafted product. A variety of routes to the top of the mountain are available (marked by familiar ski slope icons). The graphic of the mountain is very nicely done. Amiga, Atari ST ($49.95), Apple IIGS ($44.95). Circle Reader Service #43.

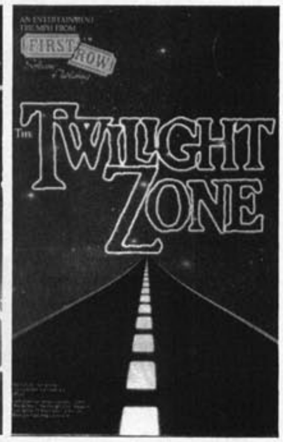
LEGEND OF BLACKSILVER: *"We're getting back to our roots in this product. It's like* Dungeons and Dragons, *but with incredible graphics."—Debra Simshauser, Epyx.*

Players face eighty-two different monster-types (with names as hideous as "Rotlung parasites" and the "maggot-infested Fetid Wheeze") in this latest fantasy adventure from John and Charles Dougherty (*Questron, Legacy of the Ancients,* and *Questron II*). Apple II, IBM ($49.95), C-64/128 ($39.95). Circle Reader Service #44.

Final Frontier:
SPACE M+A+X: *"It models all the problems and challenges of designing an authentic space station."—Tom Keller, designer of* Space M+A+X.













This sophisticated simulation has been made more user-friendly in the latest version, but it still offers the kind of realistic challenge that has enabled it to be used in course work in several major universities. IBM ($59.95). Circle Reader Service #45.

First Row:
TWILIGHT ZONE: "Based on the excitement of the famous TV series, the game thrusts you into several stories which seem, at first, unrelated, but eventually weave themselves into a single fascinating plot with suspense, excitement, and a thrilling, mysterious ending."—Linda Shaifer, First Row.

[Read the following with a Rod Serling accent] Submitted for your approval, this is the first of a series of graphic adventures based on the television program. Written by Mike Breggar (*Prime Time*), the game attempts to bring a dimension of sight and sound to your computer screen and offers a patented *Twilight Zone* plot twist for its conclusion. Amiga, IBM ($39.95), C-64/128 ($29.95). Circle Reader Service #46.

Gamestar:
PETE ROSE PENNANT FEVER: *"Designed in conjunction with the legendary 'Charlie Hustle,' baseball's all-time leading hitter,* Pete Rose Pennant Fever *is bound to be one of the season's top sellers. It offers on field perspective and lets you guide your own team to the pennant. You're on the field, in the dugout, and in the front office. Like Pete wanted, it's simply faster, harder, and better."—Lou Viveros, Gamestar.*

From Scott Orr's conception to the able execution of the programming crew at **Dynamix**, this action-strategy game has plenty to offer. Statistics-oriented players won't like it, but those looking for a blend of on and off the field management with plenty of action-oriented options will find this game exciting. IBM ($39.95). Circle Reader Service #46.

Garde':
HIGH SEAS: *"The IBM version of* High Seas *is a vast improvement over the earlier versions with many bells and whistles added."—Ralph Bosson, Garde'.*

The focus of this game of fighting sail is on the period from 1750 to 1810. Those interested in naval conflict during the Seven Years War, American Revolution, Napoleonic Wars, and/or War of 1812 will find this a flexible system. The game is particularly excellent in one-on-one frigate duels and small squadron actions. Apple, C-64/128, IBM ($49.95). Circle Reader Service #47.

Infocom:
BATTLETECH: THE CRESCENT HAWK'S INCEPTION: *"This is the largest computer role-playing game available, with a geography of over four million locations. Emotive outtakes display emotive responses of the characters, as well as zoom in on particular battle action sequences in the game. You will feel as if you have been thrown into the middle of the battlefield, going head-to-head with an enemy BattleMech!"—Eileen Milauskas, Infocom.*

Richly detailed and entirely consistent with the *BattleTech* universe created by **FASA**, this product has been heavily influenced by *Japanimation* (science fiction-oriented animated cartoons) and Japanese *monga* (phenomenal selling comic books) to produce a daring new approach for an adventure game (*especially* an **Infocom** adventure game). IBM ($49.95). Circle Reader Service #48.

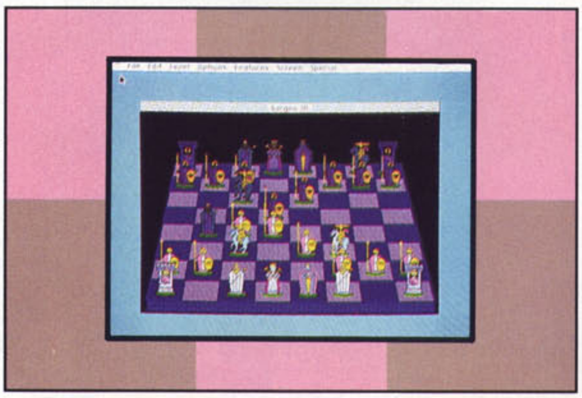
ZORK ZERO: *"From the exciting prologue, where you will come face to face with Lord Dimwit Flathead the Excessive, to the climactic epilogue;, where you'll meet the most powerful wizard ever to set foot on the soil of Quendor,* Zork Zero *has something for*

(Continued on page 27)

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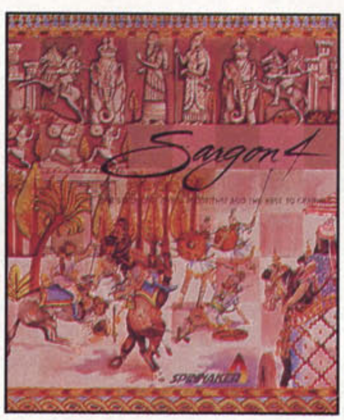
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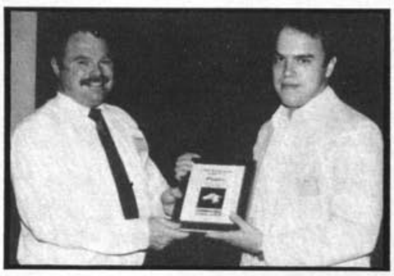
Game of the Year Awards

On September 3, 1988, *Computer Gaming World* presented the *Computer Gaming World Game of the Year Awards* at the Los Angeles Airport Hyatt Hotel during the Gateway 1988 gaming convention. Editor, Founder, and Publisher Russell Sipe was the Master of Ceremonies and the program began with an audio-visual stroll down *CGW*'s memory lane. Then, some candid shots of the staff and work environment at the magazine's offices were shown. After these brief presentations, the **nominees** for **Adventure Game of the Year** were presented:



Michael Stackpole smiles as Russell Sipe presents the award for Wasteland to Brian Fargo and Alan Pavlish.

Electronic Arts for **Bard's Tale III: The Thief of Fate**—Bill Heineman, Michael A. Stackpole, and Bruce Schlickbernd (designers), Todd J. Camasta (graphics), Kurt Heiden (music), Brian Fargo (executive producer for *Interplay Productions*), and Dave Albert (producer for *Electronic Arts*).



Scott Watson of Microprose's coin-op division accepts the award for Pirates.

Infocom for **Beyond Zork**—Brian Moriarity (designer).

Origin Systems for **Ultima V: Warriors of Destiny**—Richard "Lord British" Garriott (designer).

Electronic Arts for **Wasteland**—Alan Pavlish, Michael A. Stackpole, Brian Fargo, and Ken St. Andre (designers), Todd J. Camasta (graphics), Elizabeth T. Danforth (additional maps), Brian Fargo (executive producer for *Interplay Productions*), and Dave Albert (producer for *Electronic Arts*).



Wayne Holder, President of FTL, accepts the special award for Dungeon Master.

Sir-Tech Software for **Wizardry IV: The Return of Werdna**—Andrew Greenberg, Robert Woodhead, and Roe R. Adams III (designers).

And the **WINNER** of *CGW*'s **Adventure Game of the Year** is:

Electronic Arts for *Wasteland—[Ed:* Wasteland *offers interesting encounters via invisible attribut checks, one of the cleverest uses to date of skill-based character growth, and an intriguing storyline.]*

Next, **nominees** for **Action Game of the Year** were presented:

Spectrum Holobyte for **Falcon**—Gilman Louie and Mark Johnson (designers), Bob Coston, Gilman Louie, Jody Sather, Jeffrey Stokol, and Mark Johnson (graphics), with Ed Bogas (music).

Sublogic for **Jet** (68000 versions)—Charles Guy (original designer), Chris Green (68000 versions), and Bruce Artwick (executive producer for Sublogic).

Microprose for **Pirates**—Sid Meier and Arnold Hendrick (designers), with Michael Haire (graphics).

Microprose for **Stealth Fighter**—Jim Synoski and Arnold Hendrick (designers), Michael Haire and Michele Mahan (graphics), Ken Lagace (music and sound), and Ed Bever (scenario development).

Cinemaware for **The Three Stooges**—John Cutter, Bill Zielinski, Timothy Skelly, and David Thiel (designers), Richard Ditton (video compression), Larry Garner (sound compression), and Phyllis and Robert Jacob (executive producers).

(Continued on page 35)

Longing for Shandola

Interstel's "First Expedition"

by Dennis Owens

Day 76

Nine days since we last saw a ship—ammo, fuel, and supplies running low. No food! Haven't eaten in such a long time, my first mate is starting to resemble a chicken leg. I caught him staring hungrily at me yesterday.
That island must be in these waters. The charts, the natives' superstitions, even our own legends indicate that it must be here. Somewhere.
Time is running out. Long past the point of turning back, we circle and backtrack endlessly. Even, I fear, if we should find the sun sphere, we will not have the fuel or the food to make it back to Shandola.
We will search one last day: tomorrow. It is one thing for us to die; quite another for the planet to be doomed.

Interstel's *First Expedition* is a simulation of a seagoing simulation. Neither as complicated nor as breathlessly exhilirating as actually sailing a vessel, it is, nonetheless, an accurate depiction of what goes on at sea. Unfortunately, short of taking a few potshots at sea beasts for food, squinting at ships on the horizon to tell if they are pirates or not, and wandering around a very tiny bit on a few islands, virtually nothing happens for long stretches of time in this game.

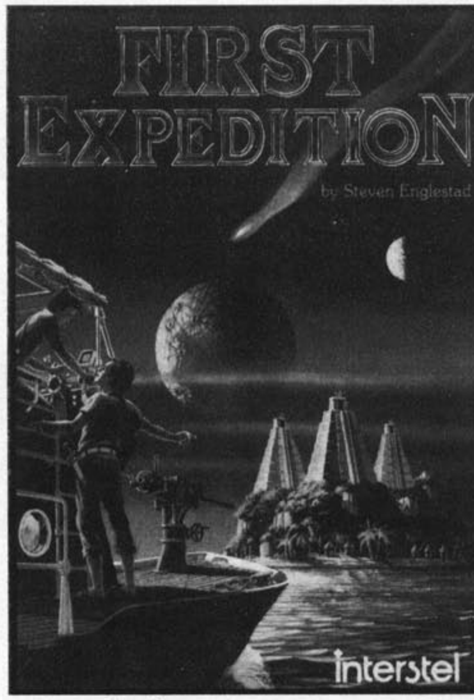
The object of the quest is to recover three sun spheres which have been stolen from their repository in the holy shrine on the island of Shandola. Without these spheres in their proper place, the planet Yorland will be defenseless against the destructive rays which the comet Halistrom—due back in 100 days—emits.

To succeed in the quest, player characters are provided with a ship, first mate, compass, star chart, map, and some money to buy food, fuel, and other necessities. Basically, then, *First Expedition* becomes a process of motoring back and forth across the world represented on the map; attempting to pick up messages; trying to find the sun spheres; and, occasionally, stopping to refuel or replenish the ship's supply of food/ammo/rockets.

Bad Tidings

Part simulator and part quest game, *First Expedition* is *not* a role-playing game. The only attributes that can be increased are those of the ship (see chart). Neither is it the exciting science-fiction adventure that the game's designer, Steven Englestad, seemed to have had in mind. What it is—besides trying mightily to be an educational game—is relatively slow-moving. Days on end of being surrounded by water may sound romantic, but much of this game is less stimulating than sitting and watching barnacles grow.

Perhaps the biggest problem with the game (and I quote from the manual) is that it "was designed so that some terrible event will not 'kill' you suddenly and unexpectedly." The result, though, is that it is virtually impossible to die. The only undesirable ways for the game to end is to go without food for two days or not find the sun spheres in time. Since sea beasts are so plentiful (and it only takes one well-aimed shot to obtain a three-days' supply of fresh meat), once you get used to the ship's cannon's ballistic system, you will almost never need to go hungry again.



Players also rarely have to do without money. Simply defending one's ship successfully against pirates—who do nothing more than board the ship and take a third of its supplies—garners more money and *nothing* in this game is very expensive.

TITLE:	First Expedition
SYSTEM:	IBM
# PLAYERS:	1
PRICE:	$49.95
DESIGNER:	Steven Englestad
PUBLISHER:	Interstel Webster, TX

Fuel, depending on the distance you need to travel, can sometimes last for three or four trips between islands (longer as the boat class goes up). Rockets (which provide an aerial view of the ship's surroundings), ammo, fuel, food, and doctor's assistance, can be purchased at any island which has a pier.

So, while it is thoughtful that **Interstel** wanted to make this a game which was easy to begin (who can ever forget the horrors of trying to get started in the original *Might and Magic*?), what gameplayers really want is to have a game start slowly, let them get comfortable with the system, and then, let the weirdness start. We do not want the games to be inanely simple.

Options allow players to set the speed of the game, the skill level needed to fire the cannon accurately, toggle the sound on/off, and use autoplot for navigation. Even playing the game at as fast a speed setting as possible, left far too much of the time for staring at the screen and waiting for something to happen.

First Expedition has some interesting premiums, however. The compass, map, and star chart are nice cardboard enclosures, but they end up becoming cumbersome to use and ultimately detract from, rather than enhance, game play. All their features could have been included in the program itself.

Autoplot was a tremendous assistance because, even though the manual suggests the use of triangulation (and provides several pages of the documentation to explain the process), the procedure simply takes too long. First, the player looks at the night sky and chooses a star; then, he examines the star chart carefully enough to locate the star he saw in the sky; this is followed by looking up the star's abbreviation in the star catalogue; and finally, . . . you get the idea. All of that is done and the player still hasn't even gotten

(Continued on page 61)

Inside the Industry

(Continued from page 15)

flying simulations is ready to go on the record, *CGW* has had two different projects confirmed by inside sources. Don't be surprised if a license and design consultation has been obtained from the *Blue Angels* precision flight team for one of the projects. Marketing and legal considerations keep both companies from going "on the record" at this point in time.

ORIGIN

Origin Plots New Corporate Strategy

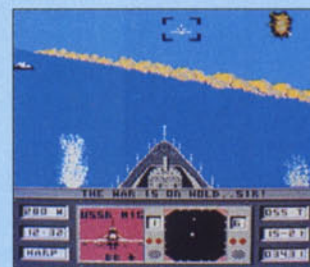
Signifying a new positioning among software publishers, **Origin Systems, Inc.** has changed both the corporate and product brand name to **Origin**. Robert Garriott, president of **Origin**, recently outlined the company's new strategy by stating, "For the past six years, **Origin** has generally been known as a one-or-two product-a-year company, with the *Ultima* series clearly being our hallmark accomplishment." The executive, co-founder of the software company with his more famous sibling (Richard "Lord British" Garriott), went on to state that the company has been involved in intensive internal product development for the last two and a half years and the time has arrived when the company can project more than a dozen new releases over the next two years. "We're sitting on a goldmine of diversified new entertainment software titles, and we've developed some pretty bold strategies and business plans to bring them to market." The soft-spoken president envisions more than a series of fantasy role playing games and expects that: "The next two years will see the introduction of altogether new categories of computer entertainment from **Origin**." *[Ed.: For more information, see "Fantastic Voyages II" in this issue.]*

Jack Nicklaus Eagles Accolade License

Accolade, Inc. and **Jack Nicklaus Productions** have signed a three year agreement for the purpose of developing golf simulations for the home computer. *Jack Nicklaus' Greatest 18 Holes of Major Championship Golf* is the first slated product. Based on Nicklaus' ABC Sports videotape presentation, this game also includes two Nicklaus-designed courses (*Castle Pines* and *Desert Mountain*). *CGW* was allowed an early preview of this product and the editorial staff was impressed. The product will include five "male" and four "female" golfers as computerized opponents. One of these opponents is Jack himself. Nicklaus claims that he can be beaten in this program with more powerful shots because he has always been a *position player*. The program takes the strengths of **Accolade**'s *Mean 18* and builds upon them with the finesse and expertise of Nicklaus. The company intends to have the program on sale prior to the 1988 Christmas season.

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Christmas Buying Guide

(Continued from page 18)

everyone and promises to be the best offering yet."—Eileen Milauskas, Infocom.

With more than 200 locations, more puzzles than the original *Zork* trilogy combined, the first graphic puzzles to be utilized in an **Infocom** title, and the insane humor of Steve Meretzky, it is no wonder that thousands of fans are anxiously awaiting this title. Macintosh ($49.95). Circle Reader Service #49.

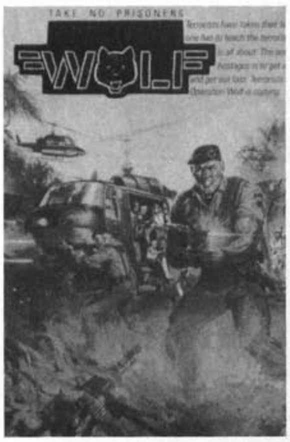
Interplay:
NEUROMANCER: *"We think it's hot! It's the first* cyberpunk *computer role-playing game; has a soundtrack by* Devo; *and comes from the designers of* The Bard's Tale *and* Wasteland.*"—Brian Fargo, Interplay.*

For those who missed the "Sneak Preview" of *Neuromancer* in the September issue of *CGW*, this is a marvelous presentation of the environment, characters, technology, and basic plotline (with a game-oriented twist) from William Gibson's Hugo, Nebula, and Philip K. Dick award-winning novel. C-64/128 ($39.95). Circle Reader Service #50.

Interstel:
SCAVENGERS: *"The planet is toast, all your CD's melted, and your dog got eaten by a zombie. What else can you do but join the* Scavengers*—a futuristic fantasy/adventure/role-playing/strategy game that takes you through RAD storms, mutant monsters, and a salvage mission to save the world."—Erin Green, Insterstel.*

The approach to this game is multi-faceted. It is neither a clone of other post-nuclear holocaust games nor a game that fits neatly into any category. It is a fresh approach to survivalism. IBM ($49.95). Circle Reader Service #51.

Koei:
GENGHIS KHAN: *"If you thought* Nobunaga's Ambition *was the greatest simulation game you had ever played, it's time to change your mind.* Genghis Khan *combines the realism and sophistication of previous* Koei *games with a more complex battle system and graphics that will set a new industry standard."—Bill Swartz, Koei.*













This series of games has a serious historical basis and a challenging playability. Everything from the excellent graphics and detailed documentation to the numerous permutations of gameplay underlies this company's intent to enable the player to "make history." IBM ($59.95). Circle Reader Service #52.

Melbourne House:
JOHN ELWAY'S QUARTERBACK: "Quarterback *has been my favorite game since I discovered it in the Arcades."—John Elway, Denver Broncos.*

Rarely does a home computer version of an coin-op hit convey the graphics excellence or excitement of play associated with the original, but *John Elway's Quarterback* delivers more than the usual conversion. Apple II, C-64/128, IBM ($29.99), Apple IIGS ($39.99). Circle Reader Service #53.

Microprose:
F-19: *"We feel it's the culmination of four or five years of effort at* Microprose. *Everything we've learned in terms of flight simulation, 3-D graphics, and gameplay has been put into this one product."—Sid Meier, Microprose.*

With products like *F-19*, the creative team at **Microprose** continues to "expand the envelope." IBM ($64.95). Circle Reader Service #54.

Mindscape:
THE COLONY: *"A sophisticated 3-D modeling system brings to your computer screen the smooth, real-time, hidden-surface animation formerly found only in expensive military and commercial simulators. Add to that a high quality soundtrack featuring digitized sound effects and you'll feel as though you're actually inside the strange environment of this distant world."—Karen Novak, Mindscape.*

This science fiction adventure offers a unique interface, perspective, and feeling as the player dons the role of a space marshall and patrols a space colony where something has gone terribly wrong. Macintosh ($49.95). Circle Reader Service #55.

ROAD RAIDER: *"Chris Gray, author of the best-selling* Infiltrator, *has done it again with* Road Raider. *A wild and crazy demolition derby . . . brings the game to an action-packed climax."—Karen Novak, Mindscape.*

The game sounds like *Mad Max* meets *The Terminator* in the car chase scene from *The French Connection*. Amiga, Atari ST ($39.95), C-64/128 ($29.95). Circle Reader Service #56.

New World Computing:
MIGHT AND MAGIC II: *"After over a*

(Continued on page 52)

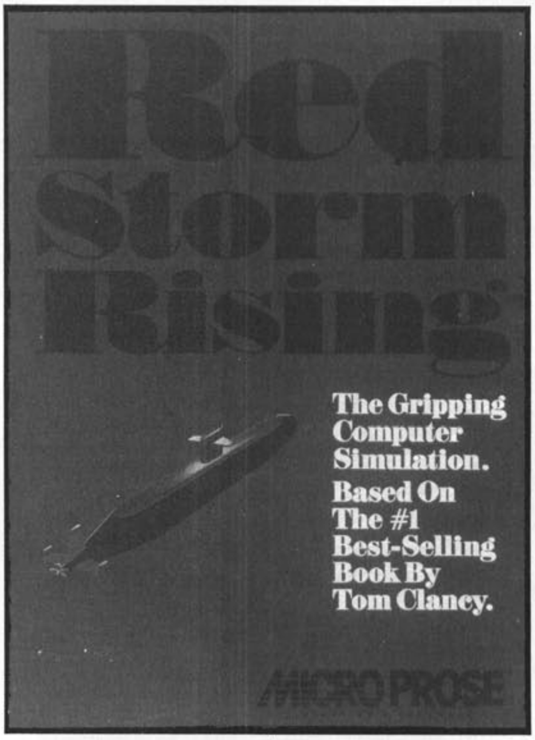
Diving Into Red Storm Rising

By M. Evan Brooks

Introduction

Red Storm Rising was sneak previewed last month, but with less than two weeks to play with the system, this reviewer was able to give only a brief overview of the product. This article will delve further, concentrating upon successful (and not so successful) tactics.

The game itself is a simulation of modern submarine warfare. In fact, the title might be more accurately given as *Red Storm Rising: Part I*. Currently, **MicroProse** has no concrete plans for additional simulations (air, land, CVBG [carrier battle group]), but who knows what the future holds. The simulation is in line with **Microprose**'s product philosophy—professionally produced, historically accurate and vastly entertaining.



Game Play

Basic appearance and game play was covered in the prior article, so this review will concentrate on survival in the icy waters of the North Atlantic. There are certain paths to success and even more routes to the Deep Six. However, *Red Storm Rising* is relatively easy to learn and win. This reviewer does not mean that the challenge is absent, but while the challenge is omnipresent, it is surmountable.

When players first view the documentation, they will fear the worst. However, most of the documentation is composed of historical data, while the actual game play becomes intuitive after 2-3 scenarios.

Tactical Guidelines for Offense

Unlike *Silent Service*, *Red Storm Rising* offers quick and easy access to the enemy. While World War II submarines often spent long periods looking for the enemy, *Red Storm Rising* postulates that modern sensor mechanisms (e.g. aircraft reconnaissance, satellites, etc.) will generally pinpoint enemy locations. Getting there was never really half of the fun, and in *Red Storm Rising*, contact is usually quick. Even when immediate contact is not achieved, be aware that some enemy vessel is within your sphere of operations and for every enemy vessel, there is an adequate offense.

SURFACE VESSELS: Generally, these are the easiest kills. When possible, achieve early contact, use missiles (*Tomahawks* or *Harpoons*) and sweep the seas. To utilize missiles, the submarine must be at a depth of 300' or less. Speed, however, is not a factor, so one's vessel may be travelling at maximum speed while firing at the enemy. Usually, enemy warships are protecting something, so firing several missiles in a warship's general direction may often sink a rearward transport. While one missile hit is often sufficient for a kill, a carrier (Kremlin class) may require as many as 4-5 missile hits. Also, be aware that both *Harpoons* and *Tomahawks* may be destroyed by defensive missiles and gunfire systems. Usually, a 75% hit rate will be achieved. This is somewhat higher than that in *Strike Fleet* (**Electronic Arts**), but since actual combat experience is, thankfully, non-existent, it is hard to tell which is correct. Transports, supply ships and base ships are without offensive weaponry and are easy prey once the escorts have been dispatched. In fact, they are so easy to destroy that this reviewer recommends closing and finishing them with torpedoes.

HELICOPTERS: A helicopter is the most deadly foe. Generally, one will not even realize that a helo is in the attack until it is too late. However, if most of the escorts have been sunk, and missile torpedoes are still falling like an ungentle rain, this probably means an enemy helicopter. To verify this, adjust depth to a maximum of 55' and use radar. The best defense is not evasion. It is use of a Stinger missile. Although the documentation notes a maximum range of 6,000 yards, kills may actually be achieved at ranges up to 11,000 yards. When exposing the sail (the conning tower), be prepared to evade numerous torpedoes while getting ready for the Stinger shot; the closer the helicopter is, the more the chance of success.

ENEMY SUBMARINES: Enemy nuclear submarines pose no serious threat. Since they are louder than their Western counterparts, they are easily located. Enemy diesel boats are virtually silent, however. When opposing submarines, be ready for the enemy to materialize quickly. In fact, to optimize one's chance against a submarine force, when the tactical screen appears, quickly zoom in. While surface forces are often detected at maximum ranges, enemy submarines are usually detected at a zoom factor of 4. Thus, zoom in, make contact, and be ready to loose a quick torpedo at the nearest enemy boat. Enemy boats located a distance away may be harassed by use of Sea Lance missiles. Their evasionary maneuvers may buy sufficient time to be able dispose of the near enemy and turn to those located further away at one's convenience.

COMBINED FORCES: These are tricky, but they can be defeated. With torpedoes roaming and missiles flying, one may not have time to sufficiently identify an enemy submarine as an escort. However, if Harpoons and Tomahawks keep overflying the target, it is most likely a submarine escort and should be destroyed by torpedo.

Tactical Guidelines for Defense

It can be said that there are old submarine officers and bold submarine officers, but not old bold submarine officers. Defensive maneuvering is essential to survival. The Defense Display zooms to a 3 factor, so one can drop noisemakers, decoys and literally dance around the incoming torpedoes. However, this takes time and concentration which denies one the chance to take the battle to the enemy. While high speed evasive maneuvers may throw off the enemy torpedoes, they also easily sever the wires to one's own torpedoes. Since wire guided torpedoes may be driven into enemy vessels by joystick (and must be carefully monitored to insure that enemy jamming does not deter them from striking the target), a maximum speed of *circa* 15 knots is necessary to assure control of the wire.

Therefore, although it looks dangerous and feels even worse, maintain the tactical display and avoid enemy torpedoes by dropping noisemakers only when they have homed in. Hopefully, they can be decoyed at a range between 1,000-2,000 yards, because they have an uncomfortable tendency to reacquire one's boat when they pass closer. If this occurs within 500 yards, it is usually fatal (within 300 yards, it is *always* deadly).

Do not get too close to the enemy surface vessels. RBU (enemy rocket attacks) are short-ranged, but deadly when repeated.

Reflections Upon Doctrine

The Maritime Strategy envisions a forward defense as a keystone. In fighting a war, the U.S. Navy must "seize the initiative and carry the fight to the enemy." The objectives involved in succeeding at this goal include denying the Soviets their kind of war and the destruction of the Soviet Navy, as well as influencing the land battle (cf. *Maritime Strategy*, **US Naval Institute**, January 1986). The submarine is the vanguard of the offense. Its mission carries out these functions and it protects the SLOC (Sea Lanes of Communication) in order to allow US Reserve Forces to make their presence felt in the land battle.

The game's 1996 scenario offers the *Seawolf*, the $1-billion prototype whose keel is currently being laid. With an offensive weapons inventory virtually doubling current submarines, this is a vessel that will rarely have to return to port for armaments. However, some observers see the *Seawolf* as an interesting vessel, but the wrong boat for the times (see *Newsweek*, September 12, 1988). The Walker Spy Family's deleterious effect upon submarine security will probably never be fully told, but currently, only 13% of Soviet subs run "quiet;" by the year 2000, it is estimated that 83% of Soviet submarines will be "quiet." Since the Soviet submarine fleet (3 times as large as the American fleet) is the strategic offensive arm of the Soviet Navy, as well as the primary anti-submarine weapon (see *Soviet Military Power: An Assessment of the Threat 1988*), it is apparent why Navy planners are concerned.

Assessment of Game Play and Historicity

Certain aspects of *Red Storm Rising* have been adjusted for playability. There is nothing wrong with this, as long as the user understands what has been adjusted and realizes the impact upon the simulation. In the game, a total of four offensive weapons may be in play at any one time. This is independent of whether the weapons are torpedoes (and being wire-guided) or missiles (which are fire-and-forget). Larry Bond (former Naval officer, recent NATO war games referee, and current expert on Naval warfare) asserts that, currently, a submarine can probably handle only two wire-guided torpedoes at any one time. However, the new weapons computer on the *Seawolf* could possibly alter the situation. The problem is that this is intruding on sensitive ground, so there is no definitive answer. There is certainly no question that the submarine could expend all its missile load quickly.

Microprose has responded that this limitation is due to design parameters on the C-64/128 (any more than 8 weapons on the display [4 incoming and 4 outgoing] tend to lose resolution). Also, contemporary Naval Doctrine (which holds that with the shortage of Tomahawks and Harpoons, definite target acquisition would be required before expenditure) would support the game design. This reviewer discussed the matter with a Navy captain, a former commander of the *USS Los Angeles*. His response to the official doctrine was, "Sure,—in a peacetime mode; in wartime, if I

saw a CVBG [carrier battle group], I'd expend every bit of ordnance I could and then, get the hell out of the area!"

In the World War III scenarios, an American submarine can take up to 3 torpedo hits, and even when the submarine is sunk, the player is generally rescued. This was obviously done for playability. Navy personnel have stated that since most of the submarines are not double-hulled, there is little chance of their surviving a single hit and any chance of rescue is miniscule at best. In fact, this was their most vocal criticism—they are proud of their calling, and regard it as much more dangerous in a wartime situation than the game depicts. Recognize this and empathize with them, but overall, the effect on the simulation is negligible.

Miscellaneous Notes

There are anywhere from 8-16 endings. Last month, this reviewer noted that abject failure resulted in Gulag imprisonment. In addition, a limited defeat leaves one beached and forgotten like the "Vietnam vets;" a successful resolution may result in one's eventual promotion to Navy Captain; and a reputation as the "Number 1 sub skipper" will yield a tickertape parade, promotion to Rear Admiral, and the press offering "millions for your memoirs." While this last ending may well be true, this reviewer thought it a shade cynical. If patriotism is the last refuge of a scoundrel (Samuel Johnson, 1775), it can also stand for putting country ahead of self (Adlai Stevenson, 1952).

Save and Replay (All's Fair Dept.)

Scenarios may be saved and, in the World War III scenario, one may "cheat" appropriately. Save the game, do a scenario, and then decide whether or not to continue. Not like the result? Play the scenario again until a more successful kill ratio is achieved. Plus, the second time around, the player is cognizant of the total enemy force structure, can make quick identification and react accordingly. A total of four scenarios may be saved per separate disk; this may be formatted without leaving the game, and when the disk is full, one can delete a prior save (this feature is not explicitly mentioned in the documentation).

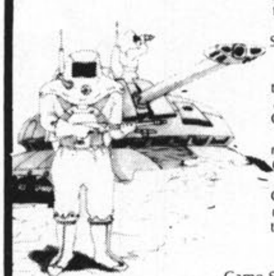
After a scenario is completed, a replay feature is offered. However, it will not replay the entire scenario -- instead, just the last few minutes. Be aware of its limitations.

Important Strategic Consideration

In the strategic movement phase (World War III scenario), movement with the joystick button depressed is at 30 knots, with joystick alone, 15 knots and with joystick centered, a drift at 4 knots. While this is mentioned in the documentation, it took this reviewer several scenarios plus an explicit explanation from Larry Bond to realize that when contact is made with the enemy, one's speed will reflect that of the joystick. When one suddenly realizes that his speed is 30 knots at 200' in shallow water and making severe noise, it is too late. Thus, insure that speed is a more reasonable 12-15 knots when contact is imminent.

Conclusions

As may be seen from the tenor of this article, *Red Storm Rising* is highly recommended. Truthfully, this reviewer did not expect a simulation as entertaining and apparently accurate as this was. Available from **Microprose Software** on the C-64/128 for $44.95, *Red Storm Rising* will be out on the IBM in January 1989.






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IBM is My Co-Pilot

Lucasfilm's "Battlehawks 1942"

by Russell Sipe



History Lesson

Midway, Coral Sea, Yorktown, Enterprise, Shokaku, Hiryu; names which get the wargamer's adreniline flowing. A very popular subject for wargame design, the Pacific theater has been modeled by well over 100 boardgames and by more than a dozen computer games (including such popular titles as *Carrier Force, Guadalcanal Campaign, Carriers at War, PT-109, Gato, Sub Battle Simulator, Warship*, and *Long Lance*).

I remember many an evening spent in rapturous play of the Battleline board games, *Air Force* and *Dauntless*. I learned important facets of WWII air combat such as: the necessity of conserving your altitude (difficult to regain under combat conditions); the reason Japanese Betty bombers were called 'Zippos' (they tended to explode in a fireball when hit with gunfire); and why German aces had so many more official victories than allied aces (the verification of kills was much more lenient for the Germans than the allies).

My first experience with a computerized air combat game was SSI's 1980 release, *Computer Air Combat* (which was basically a computerized version of *Air Force* and *Dauntless*). CAC covered air combat in both the Pacific and European theaters via a third person bird's eye perspective.

TITLE:	Battlehawks 1942
SYSTEMS:	IBM, Tandy CGA, EGA, VGA Joystick or Mouse Recommended
# PLAYERS:	Solitaire
PRICE:	$49.95
DESIGNERS:	Larry Holland Noah Falstein
PUBLISHER:	Lucasfilm Games San Rafael, CA

Now, some eight years later we have another serious study of WWII Pacific air combat (*Hellcat Ace* from **Microprose** and *Wings of Fury* from **Broderbund** were/are fun, but cannot be considered serious simulations of WWII Pacific air combat). However, unlike CAC, this time we have a first person inside-the-cockpit view backed by eight years of advances in the art of game design. The result is that Larry Holland and Noah Falstein have created both a realistic strategy game and an intense action game that will set new standards for combat simulators.

Miss Me, Kate!

Battlehawks 1942 is a WWII Pacific naval air combat simulator. The game allows you to train and fight in both American and Japanese planes for missions at the four pivotal naval air battles of 1942: Coral Sea, Midway, Eastern Solomons, and Santa Cruz Island. You can take on the role of either an American or Japanese pilot (Lucasfilm plans to market the game in Japan as well). As a fighter pilot you learn to fly and fight with an American Wildcat or with a Japanese Zero. On dive bombing missions, you fly a Dauntless (American) or Val (Japanese) and, on torpedo missions, you learn to successfully execute attacks with Avengers (American) or Kates (Japanese).

The more than 30 missions lead you through all phases of WWII naval air tactical engagements.

Your heart will beat faster as enemy bullets rip through your Dauntless while you complete the final 1000 feet of your dive before releasing a deadly payload at the Japanese carrier directly below you. Dropping the bomb, you immediately climb and go into a tight turn, while trying to avoid the Zero on your tail. While this is going on deadly ack-ack shells burst all around you.

Turning the tables around, you find yourself diving desperately into the midst of a flight of enemy Val torpedo bombers on their final attack run on the *Yorktown*. You feel responsible for the safety of your carrier. Zeros escorting the Vals tear into you from behind. Should you pull off the attack on the Vals to engage the Zeros and live to fight another day, or press on, bullets piercing your aircraft and try to survive long enough to stop the Vals. Your pilot is flying his 12th mission, with numerous decorations and victories to his credit. He stands high on the score list. Should you save his skin to fight another day? Will you stay on the Vals with no guarantee that he will stop them and, could conceivably die in the process? What do you do? Tough choice.

On the other side you can play the role of the Japanese pilot as he seeks to give himself with honor to fight for the Emperor and the Imperiai Japanese Navy.

The outstanding hi-res graphics and animation give you a detailed 3-D view of realistically rendered aircraft and ship images (no polygon fills here). As with any good flight/combat simulator it is difficult to describe in words or with still photos the realistic feel and excitement the game produces. It is outstanding.



Closing in on a Japanese Zero.



The camera-replay plane is used to view an attack on a Japanese carrier.



A typical listing from the "Review Planes" menu.

Not only is *Battlehawks 1942* an outstanding flight simulator, it is an accurate portrayal of WWII air combat. It should be, **Lucasfilm** retained the services of WWII pilots from both sides, including Dick Best (see our interview), to assist in making the game act and feel as real as possible.

The documentation is nearly a reference work on WWII naval air combat. Over 100 pages long, it covers not only the rules of the game, but sections on the history of the four battles, flight fundamentals, aerial tactics and tips; details on the aircraft and ships; and designer's notes.

Pushing The Envelope

As good as the animation is, as realistic as the game is, and as detailed as the documentation is; it all takes a secondary role to the incredible new element this game adds to the art of simulation design. They call it an "instant replay" feature. I call it a Mach-1 Camera Plane.

Most of us have played around with the chase plane view in such games as *Flight Simulator II*, Microsoft *Flight Simulator*, Sublogic's *Jet*, and the like. Further, we have used the replay feature to observe our maneuvers. Well, hold on to your seat. The boys and Lucasfilm have accelerated that idea into hyperspace! Now, when you begin an attack you can turn on the camera. It makes a recording of the world around you. All the planes, ships, bombs, bullets, etc. All of it is recorded. You can fly for what seems like several minutes before the "film" is used up. When you want to replay your film, hit the replay button and you receive a first person perspective from the camera plane. The camera plane, however, can fly *anywhere* in the world that has just been recorded (and at much higher speeds than the planes in the game). Turn on the camera at the beginning of that dive bomb run and you will be able to replay the tape after the run. Start the replay and fly your camera plane to a nice vantage point to watch your attack. Or, if you prefer, you (in your camera plane) can follow yourself (in your dive bomber) down as the attack takes place and see events, to borrow a phrase: "up close and personal".

This feature comes close to simulating the making of a movie of your maneuvers (leave it to **Lucasfilm**!). Actually, it is even better than a movie, since you can rerun the tape again and fly to yet another vantage point.

This camera plane feature is the biggest advance in flight simulations we have seen in a long time. Look for future products to include similar features. [Ed. Note: Microprose's F-19 has a couple of new features called "TrakCam" and "TactiVue" which give outside the cockpit views of you and your opponents. We did not have any hands on experience with F-19 before we went to press, but . . . stay tuned.]

Debriefing

The staff of *CGW* recently made a "fact finding tour" to the Bay Area. Of all the products they previewed (and they saw a lot of outstanding product) *Battlehawks 1942* stood out as the most exciting. *Battlehawks 1942* will almost certainly be a contender for next year's **CGW Action Game of the Year** honors.

This game is a must for both the serious simulation gamer and the action gamer as well.

A WWII Pilot Talks About Midway and Battlehawks 1942

Dick Best was the commanding officer of the Enterprise's Bombing Squadron 6 during the battle of Midway. Lucasfilm is using his expertise and advice to help make *Battlehawks 1942* a more realistic simulation. We interviewed Mr. Best and Lucasfilm's Noah Falstein while they were working on the game at Lucasfilm's Skywalker Ranch.

CGW: Dick, are you assisting with game design for all three types of air combat (fighter, dive bomber, torpedo)?

Best: I'm helping with all three. I was involved with dive bombers for the first six months of the war. Prior to the war I was a fighter pilot. From 1938-1940 I was an instructor at Pensacola. As part of my job at Pensacola I learned and subsequently taught torpedo bombing. So, aside from being opinionated anyway, I have some ideas on all of them.

CGW: We understand that you scored the first hit against a carrier at Midway. Could you tell us about that?

Best: As the commanding officer I led my squadron of SBDs in an attack on the Japanese carrier Akagi. True, I did make the first hit. My getaway after my dive was at such an angle that I could look back and see the first three bombs hit. My bomb struck just forward of the superstructure about amidships. My number two man's bomb hit right in the middle of the fighters that were spotted on the fantail and were preparing to take off. One of the fighters had run through my bomb sight as I turned it on. Number three hit among the planes. I saw those first three hit, put down my nose, and got out.

CGW: The history books tell us that the first attack wave that morning was by torpedo bombers. No hits were scored and most of the bombers were shot down. However when the dive bombers arrived for their high level attacks all the enemy fighters were still at low altitude because of the torpedo attacks. Thus the dive bombers had a easier go of it on their attack runs. Is that accurate?

Best: That is entirely accurate. However it was a mistake. We were supposed to attack simultaneously. The torpedo bombers went in at about 4000 feet. For some reason they seemed to have better information or navigation and consequently arrived maybe as much as 20 minutes before the dive bombers. We were up at 20,000 feet. We missed to the south. We cast about and finally picked up a destroyer wake and followed that for the course line and found the carriers. So we came in after the first two torpedo squadrons.

Because of all the damage done at the Coral Sea engagement by torpedo planes, the Japanese were down on the deck waiting for the torpedo planes to come in. The combination of the torpedoes getting

(Continued on page 47)


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Game of the Year Awards

(Continued from page 21)

And the **WINNER** of the 1988 CGW **Action Game of the Year** is:

Microprose for **Pirates**—Sid Meier and Arnold Hendricks (designers). *[Ed: Billed as both action and adventure on the package, this game offers strong action sequences such as swordfighting, sailing, and ship-to-ship combat on the Spanish Main to add to the adventure aspect of the game.]*

Although the **Special Award for Artistic Achievement in a Computer Game** was not intended to be an annual award, the awards committee felt that the award was in order for the second year in a row. The winner of the special award was recognized for exceptional graphics and sound. The **WINNER** of the **Special Award for Artistic Achievement in a Computer Game** is *FTL* for **Dungeon Master**—Doug Bell, Andy Jaros, Mike Newton, and Dennis Walker (designers), Wayne Holder (sound).

The **nominees** for **Strategy Game of the Year** were:
Omnitrend Software for **Breach**—Tom Carbone and Bill Leslie (designers).
Interstel for **Empire: Wargame of the Century**—Walter Bright and Mark Baldwin (designers).
Strategic Simulations, Inc. for **Panzer Strike**—Gary Grigsby (designer), Keith Brors (graphics), Gunter Meyer (scenario research and design), with Joel Billings and Dick Vohlers (producer/developers).
Strategic Studies Group for **Russia: The Great War in the East 1941-1945**—Ian Trout and Roger Keating (designers).
Electronic Arts for **Strike Fleet**—Noah Falstein and Lawrence Holland (designers), Ken Macklin (graphics), Tom Jeffries and Nic tenBroek (music and sound), Richard Hilleman and Randy Breen (producers for *Electronic Arts*), and Noah Falstein (producer for *Lucasfilm*).



Interstel's Mark Baldwin and Erin Green accept overall Game of the Year honors for Empire.

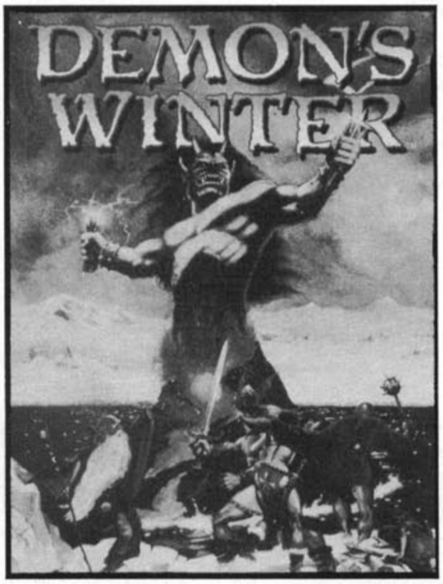
And the **WINNER** of the 1988 CGW **Strategy Game of the Year** is:
Strategic Simulations, Inc. for **Panzer Strike**—*[Ed:* Panzer Strike *must be considered as a breakthrough game because of its complexity, constructability, command control, and the advancement of its particular style of wargame.]*

Finally, the **1988 Computer Gaming World Overall Game of the Year:** *Interstel* for **Empire: Wargame of the Century**.
[Ed: Originally written for the VAX environment by Walter Bright, Mark Baldwin added escorts, patrolling, cruiser and battleship bombardment, and a mouse interface. Empire has tremendous replayability.]

Winter Thunderland

Scorpia Looks At "Demon's Winter"

Two hundred years have passed since the Shard of Spring was recovered from the dragon sorceress Siriadne, two hundred years of peace and prosperity for the land of Ymros. Now, suddenly, as though from nowhere, hordes of monsters appear to ravage the land and slay the inhabitants. Once again, the call goes out for heroes, heroes to find the new source of evil, and put an end to it.



As is pretty obvious, this game is the sequel to *Shard of Spring*. However, it is a greatly expanded effort with a much larger world, a raft of new character classes, a plethora of new skills, and several new features, as well as many familiar old ones.

Creating your party is similar to that of *Shard*, but you must start with new characters (no transfers from the earlier game). You first choose a race , then the program generates the stats and if you don't like some of the numbers you can ask for up to two re-rolls on those you consider unacceptable Then, you choose his/her profession from among ten possibilities: Ranger, Paladin, Berserker, Monk, Cleric, Thief, Wizard, Sorcerer, Visionary, and Scholar. After this, pick the character's two starting skills (more on that later), give him/her a name, and save the profile to disk.

TITLE:	Demon's Winter
SYSTEMS:	Apple II
# PLAYERS:	1
PRICE:	$29.95
DESIGNERS:	Craig Roth and David Stark
PUBLISHER:	Strategic Simulations, Inc. Mountain View, CA

Your party is limited to a maximum of five (five is definitely recommended), and you can't have extra characters on the disk. Thus, once your party is full, you must delete an old character to create a new one.

The only problem with creating new characters is the fact that the program will automatically save it, whether you want it to or not. For instance, if the final re-roll produces miserable stats, you certainly wouldn't want that character in the party. The only thing you can do is delete it from the disk and try again. This becomes annoying and time-consuming It would have been far better if the program asked you at the end whether or not you wanted the character written; this would save both time and wear on the disk drive.

Before creating any characters, however, spend some time with the manual, reading up on the classes and skill system. Now, unlike *Shard*, any character can learn any skill. The trade-off is the cost in intellect points needed to learn the skill. For example, it is easier for a wizard to learn, say, "Fire Runes" (5 points) than it is for a Barbarian (10 points). In the same vein, a Barbarian only needs 1 point to learn the "Axe" skill, while it would cost the wizard 9 points.

The number of points you have to learn skills is equal to the character's Intellect score. Thus, a character with Intellect 12 at the start of the game has 12 points to put into skills. As characters advance in level and Intellect increases, they gain more points.

However, just having the points doesn't do much good. After learning the two skills you start with, you must find the places in which to train to learn new skills. These places are called "Colleges" and there is one for each skill in the game (some skills have more than one college). When you locate the college you want, you enter it, specify the character to train, pay the cost in both Intellect and gold (training here isn't free), and the character has learned the skill.

On the other hand, going up in level when you have the experience points is free of charge. When characters gain a new level, they get an increase in hit points, spell points, and three attributes chosen randomly (each attribute goes up by one, to the limit set by race). There is no difference in experience for different classes; all professions advance at the same rate.

Choosing the right mix for the party is very important. Since there is a certain degree of overlapping in skills, some professions seem superfluous. For example, a Cleric has no particular advantage and must buy Priesthood skill just like any other character (the Paladin even gets this skill for less points!) and it works just as well for them.

By going over the chart and cross-checking skills, you can work out a party with what is essentially multiple classes. For instance, you create a Paladin, and give him Priesthood along with Sword. Now you have a fighter who can also turn undead, eliminating the need for a Cleric and freeing up a party slot.

The one skill for which I found no use at all was "Potion Lore." Unless you have a lot of extra points to spare, I don't recommend learning this skill. Food was also not too much of a problem, so the need for "Hunting" never arose.

However, two skills you do want are "View Land" and "Weapon Lore." The latter identifies weapons found after a combat and tells if it's magical, cursed, or not. "View Land" (usable once per day) lets you see much farther than your current location. It is extremely helpful. On land, it helps in locating interesting places and on the sea in finding land.

Having two wizards in the party is a good idea, giving you some extra spell-casting power. One wizard should have "Spirit Runes" (for healing), and one should have "Ice Runes," because the college that teaches Ice Runes will be hard to find and you may have to wait until well into the game to learn them otherwise.

Once your party is created, you begin the game near some ruins. You have a small amount of cash, several days rations, and (of course) nothing in the way of weapons or armor. Fortunately, there are a couple of towns nearby, and you should be able to reach one of them without running into trouble.

Each town has its own set of shops (i.e. not all towns have *all* shops). Write down which towns have what shops and the prices in each, as costs vary widely from one place to another. You may also want to make note of what magical items are for sale in each town, so you know where to go when you can finally afford one of them. I suggest you equip

your party by spending most of the money to buy weapons and armor for the front-line fighters.

As mentioned earlier, the world is much larger than before. The island you start on is only a very small part of it; eventually you will need to buy a ship to reach the rest of it, but that won't happen for awhile yet.

Take your time while moving around. Don't go too far from the towns you know about until you've had a few encounters and made some money to buy additional food (and better weapons and armor). After that, you can really begin to roam, but remember to save the game often. Some parts of the island have nastier monsters, which beginning-level characters won't be able to handle.

Speaking of monsters, combat is very much the same as it was in the earlier game. When fighting begins, the program zooms in for a close-up of the area with your party and the monsters all displayed individually. Who goes first depends on speed; those with higher speed will be able to act sooner and perform more actions.

Characters can do a variety of maneuvers on their turns. These include: moving, attacking, dodging, turning undead, casting a spell, using an item, etc. Some of these actions (such as attacking) can be repeated to the limit of your speed points, while others (such as spell casting) can only be done once per turn.

One change from the previous game is that mass damage spells (those that affect a large area, rather than an individual monster, such as Fire Storm) can't be cast on the first round. This tends to reduce their usefulness, since monsters on their turns will begin spreading out, making it difficult in many cases to hit more than one or two with an area effect spell.

Fighting continues until one side is victorious or the party flees (monsters never run). In retreating, all party members must exit from the same spot on the combat map. The exact exit must be used by everyone.

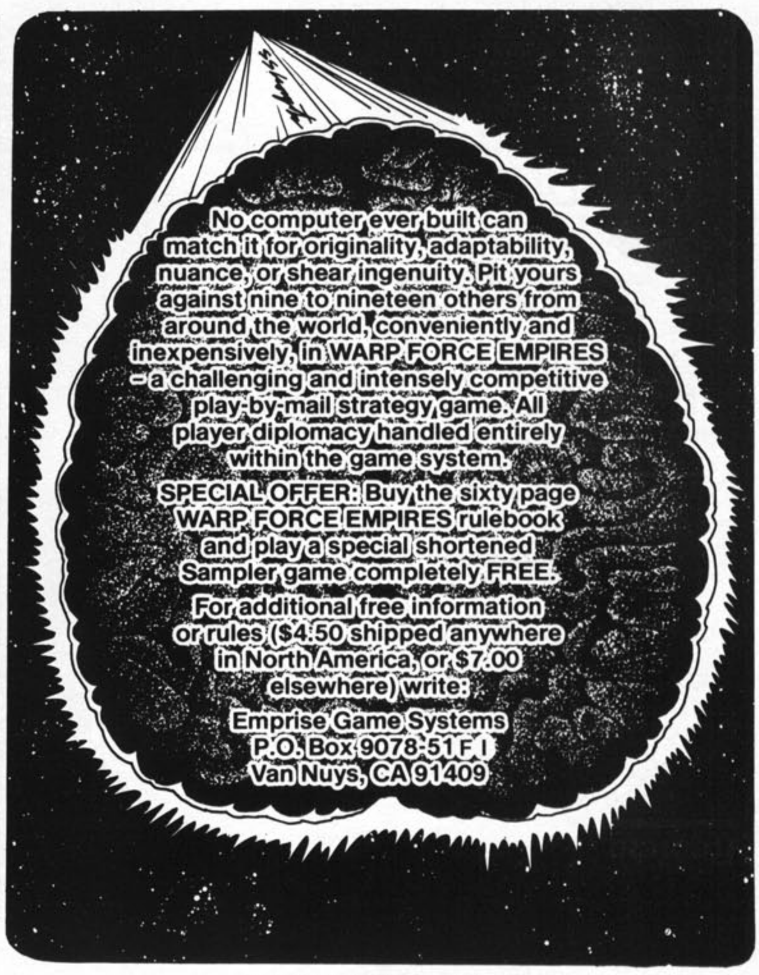
If the party runs, they get no experience for the encounter, even though they may have killed some of the monsters before running. If the party wins the battle, all survivors receive an equal share of experience, and some money is added to the common pool. Once in awhile, an item of some kind may be found, usually weapons or armor. It helps to take these things at the start, because even if you have no use for them, they can be sold for cash.

Aside from merchants in town, there are also wandering merchants who ramble around the countryside. Their stock is varied, and no two merchants offer the same items. It pays to be careful when buying from them since not all are honest (actually, the real problem is they will often have Neat Magical Things for sale which you can't afford...very frustrating).

Eventually, you will be making your way into the dungeons. A new feature here is manipulating objects to make things happen. For example, in one room you find a crowbar. In another room, you come across a sealed door. By using the crowbar on the door, you can get it open (this doesn't actual-



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ly happen in the game, but you get the idea). Objects found in dungeons (and only such objects), can be dropped anywhere, even outdoors, and you can come by later and pick them up again.

Dungeons have traps in them, so it's smart to search a corridor several times before walking through it. The "Detect Traps" skill gives you a better chance to find them, and Disarm Traps will automatically make them harmless once found. You can also try to bypass a trap if you don't have the Disarm skill, although there is a chance it will be set off anyway (ouch).

Ocean travel is simple; just turn your ship in the direction you want to go and start sailing. Don't worry about wind direction, just watch out for pirate ships, ghost pirate ships, and sea monsters.

Sea combat is slightly different from land battles. Your vessel has one speed, which never changes, and comes with 75 hitpoints. If that is reduced to zero, the ship sinks and everyone drowns. Attacks are made only with the ship's cannon. Spells cannot be cast. On the other hand, damage taken in sea fights is applied only to the ship, not the crew.

Experience for sea battles tends to be higher than many land confrontations (at least for part of the game). This offsets the lack of treasure. However, ship repairs can become very expensive if you spend a lot of time fighting on the ocean. Unless you have a nice cash surplus, you may want to avoid too many combats of this nature.

Once you've started travelling by ship and visiting other places, you'll find that "where to go next" is not an easy question to answer. Clues are scarce in this game and you pretty much have to fend for yourself. Generally, if you enter a dungeon and find your party being creamed in encounters, you're probably in the wrong place. Wait until you've gone up a few levels before trying again.

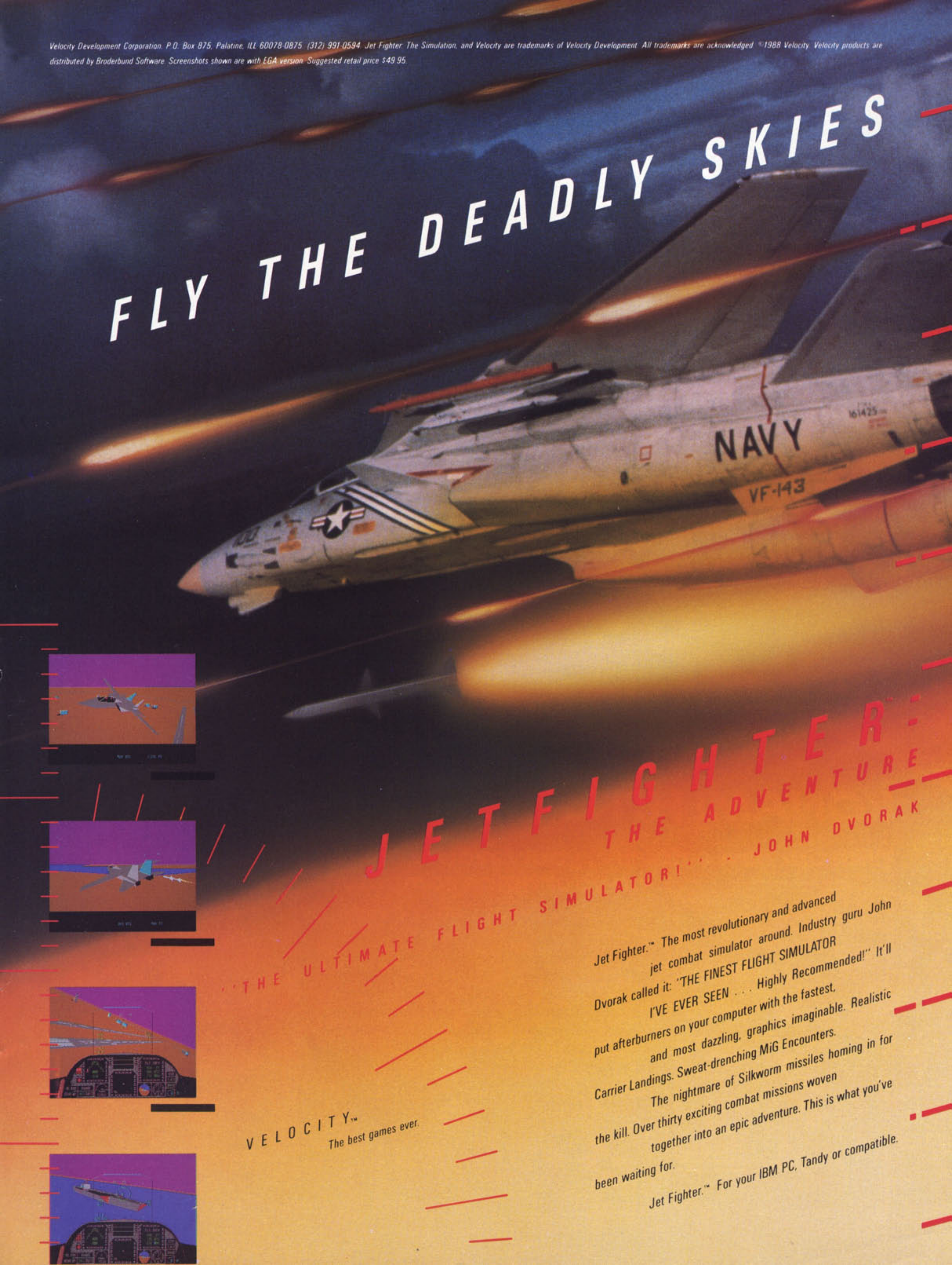
Two items you absolutely must get are the Demon Crystal and the Orb of Evertime. Make absolutely certain that you get the crystal first. If you take the Orb first, you will be in *big, big* trouble. In fact, you will probably have to start over again with a new party. So, be very careful and make sure you get these objects in the right order.

Overall, *Demon's Winter* is an improvement over *Shard of Spring*, but it does have its weak points. Combat tends to be uneven once one gets past the beginner stage. Opponents are either easy to defeat or extremely difficult to overcome. The tests for obtaining the Orb are wildly imbalanced. For example, my wizards only had to face a single rinky-dink imp, while my poor barbarian had to take on a dragon single-handedly.

A coordinate system of some type would have been very helpful when travelling on the oceans. Mapping can be useful, but at best it's only a rough guide to some of the places you must reach, and it's easy to get lost when you're sailing around.

The addition of new classes was a good idea, but perhaps not as well thought out as it could have been. Ten is too many. Given the overlap of skills, some consolidation would have been better.

Bottom line: An improvement over Shard; essentially a game for the mid-level adventurer.



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Fantastic Voyages II

The Whirlwind Tour Inside the Entertainment Industry Continues



Ken Balthaser caught breaking into a Pentagon computer using Activision's Hacker on a Commodore 64.



We did a double take when we walked by this work station at Mediagenic.



Mediagenic's Bob Schonfisch explains to CGW why his picture should not appear in this article.

Last issue, the editorial staff of CGW began a tour of many of the software companies. The purpose of these visits and reports is to share the human story of the work environment and people behind the scenes that product the games and creativity tools we all enjoy. This issue, the story continues . . .

The Halls of Mediagenic

The exterior looks like any other exterior in the Menlo Park industrial park. A rainbow-hued logo adorns the corporate sign; visitors walk into a central reception area to be greeted (and granted access); and the office space is divided into cubicle after cubicle. Of course, visitors might notice a *few* strange sights: the cubicle decorated in early *National Enquirer* headlines, the artist's nook with a skeleton at the console, conference rooms named after properties in a *Monopoly* game, a workout room for employees, and software packaging displayed as art. This is the headquarters of **Mediagenic**, corporate patriarch of three company-owned publishers (**Activision, Gamestar,** and **Infocom**), a direct mail subsidiary (**Triton**), and several "Affiliated Publishers" (**Absolute, Acclaim, Interplay, Lucasfilm, microillusions, New World Computing,** and **Rainbird** to name a few).

Each company-owned publisher at **Mediagenic** fills a particular product niche. The **Activision** label is as focused on action/arcade games as it has always been, but the company is branching out into simulations during 1989. In addition the **Gamestar** division aims at sports-oriented entertainment and the **Infocom** division directs its energy toward interactive stories (whether the text adventures of its early history or the graphics adventures due to be released shortly). The **Activision** and **Gamestar** divisions share the Menlo Park headquarters, while **Infocom** still resides in its Cambridge, Massachussetts headquarters.

Sherry Whitely is the general manager of **Activision Entertainment**. Her coworkers jokingly suggest that she was brought to that position because, "She knows what young boys like." Her division has historically provided what young boys like, since young boys seem to like action/arcade games with lots of intensity which require plenty of hand-eye coordination and, being the first third-party company to provide software for video game systems, **Activision** has always been a leader in this market. Nevertheless, Sherry insists that **Activision** has broadened its perspectives to include mature men who like serious simulations (*F-14 Tomcat*) and children who want to explore a fascinating environment via the company's first CD-ROM game (*Manhole*).

In reality, Sherry knows what her customers like, because she originally worked in the graphics and testing departments at **Activision**. Testing is where the companies try to squash the

bugs and decontaminate the code before any bad product gets to the public. Testing is the immunological system of any software company. Kelly Zmak is currently the company's product testing supervisor. He knows that customers want "bug free" software and they want it *fast*. He also knows, as he likes to quote **Mediagenic** Vice-President Dick Lehrberg, that: "Software moves at the speed of software." It depends on the product how difficult it is to test and finalize.

The testing department is usually juggling around seven products at a time. At **Mediagenic**, this requires the services of eight full-time testers *outside* the company and four full-time testers *inside* the company. Kelly says the testers become so proficient that, for example, they can run all the way through a new SKU of *The Last Ninja* in 45 minutes. For those who are interested, products are usually developed in portions of a program called "cells" and each tester is usually responsible for about 15 cells at a time.

Sometimes, however, even when a product goes out the door without a problem, people have problems. That's where the Customer Support Department comes in. We asked customer service employees, Ken Balthaser and Tony Van, to share with us some of the humorous conversations with customers they could remember.

Ken thought one of the best was probably when *Hacker* was first released. One customer called up and complained that he couldn't break into any computer systems with the program. He actually thought the program assisted people in breaking into computer systems. Another time, he couldn't believe the nerve of the fellow who called up, said he was building a pirate BBS to download illegal software, and offered to give Ken the number.

One customer service story with a long history dates back to the **Activision** cartridge days when the **Atari 2600** was king. It seems that one little old lady is reported to have called the company because the cartridge didn't fit into her machine correctly. The customer service representative calmly asked her if she was sure it was a VCS. "No," the little old lady replied, "it's an RCA."

The other company-owned publisher at **Mediagenic**'s Menlo Park plant is the **Gamestar** division. After a recent shake-up, Lou Viveros is directing the division. Lou is new to the entertainment software industry. Before joining the company, he worked with **Ogilvie and Mather**, a high profile public relations agency which handled accounts for **General Foods** and **Ringling Brothers** (among others). His marketing background emphasizes a foundational philosophy in game design: Is the gameplay engaging enough to keep the gamer involved and does the simulate accurately reflect the strengths and weaknesses of the players in the sport being simulated?

At the time *CGW* was visiting **Mediagenic**, Lou was extremely excited about the upcoming release of *Pete Rose Pennant Fever*. He also tipped us, however, about the future plans to release a football game with celebrity background and endorsement from a former Super Bowl quarterback and basketball game designed with a prominent scorer in the NBA.

In short, the people at **Mediagenic** are people persons. They genuinely love what they do and, as symbolized in the



Which one of these ladies: Mitzi McGelvray, Patricia Stoesser, or Brandy Wilson claims to be the blonde babe on the California Games box?



Kevin Furry ponders his fate in his LEGOLAND sanctuary



The testing department at Epyx. "They can't ship a disk without us!"

rainbow hue of their logo, want customers to expect a promise of sunshine in every product.

Of Epyx Proportions

The well-landscaped exterior and business-like reception area belies the fun-loving attitude of the people behind the products from **Epyx**. There is a quiet dignity to the workplace, even in those cubicles, affectionately known as the "rabbit warren," where the programmers work. Nevertheless, there is an enthusiasm, humor, and genuine caring within their company.

For example, Cheryl Knowles is the artistic director at **Epyx**. When Cheryl's daughter, Shannon, was born, the company allowed her to come to work with her mother. Now, when you walk into Cheryl's office, two things stand out: a computer and a baby crib. The younger Knowles became affectionately known as, "The Company Baby."

On the other side of the rabbit warren, Kevin Furry (Project Manager and Programmer) placed an empty, six foot tall, plastic tube beside his office door. He allegedly promised to quit when the tube was full of pennies. With irreverent glee, the "lower echelon" programmers began to cram the tube with spare copper coins. When *CGW* visited the company, Kevin had just moved into his new office (*Legoland*), but he was only five inches short of having to fulfill his hasty promise.

On executive row, Carl Hess serves as the controller for the company. One doesn't usually think of those who serve as financial "bean counters" as having a sense of humor. On Carl's birthday, however, his office was awash with paper mache and balloon fish, even dead fish nailed to a board. R.J. Michal (one of the fathers of the **Amiga**) dressed up as a mermaid and Dave Niedl, one of the programmers, assumed the role of King Neptune. R.J., who is working on a secret project rumored to be more mind-boggling than a nuclear-powered toaster, and Dave opened the birthday celebration by proclaiming that Carl was being "tried for crimes against nature." As judge and jury, the mermaid and god smashed a pie into the executive's face.

As our tour continued, *CGW* discovered that even the Customer Support Department has a sense of humor. When the ladies became tired of being asked, "Who's the blonde babe on the *California Games* package?", Mitzi McGelvray wickedly responded that she was. Of course, the women have their own version of the *California Games* poster, complete with a very masculine blonde hunk where the "blonde babe" is normally portrayed. Brandy Wilson still chuckles about the dealer who was prompted by a program to "Hit Any Key" and called her to ask, "Where's my 'Any' key?" Patricia Stoesser remembers the fellow who mailed in a *Sub Battle Simulator* disk in the 3.5" format. It seems the fellow's wife had run over the disk three different times because he was playing it too much. The letter promised that if the company would replace the disk, he would never, ever, ever play the game unless his wife gave him permission.

Epyx continues to have its reputation as a leading publisher of action games, but to *CGW*, it has a reputation for interesting personalities, as well.

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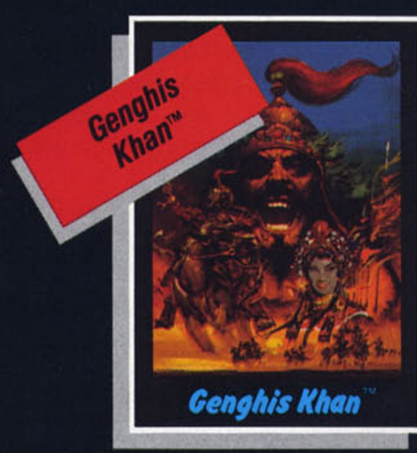
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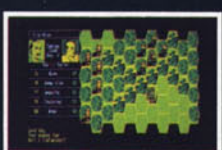
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IBM is My Co-Pilot (Interview Continued)

(from page 33)

there first and the fact that the Japanese were waiting for the torpedo attacks means that everything worked against the torpedo squadrons. However, the dive bombers came in completely undetected and unopposed. I was over the Kaga first and when McClusky came in on top of me I pulled off to go to the Akagi. When I got to the Akagi I made my dive from 15,000 feet and there wasn't a single gun turned on during my entire run.

CGW: Really!?

Best: Yes, really!! In fact Mitsuo Fuchida in writing his book "Midway: The Battle That Doomed Japan" said that they were steaming along, launching fighters. He happened to look up just as the first bomb was released from a diving airplane above him. Nobody had seen or heard anything.

CGW: You mention Fuchida's book on Midway. What books would your recommend as background information for the period covered by Battlehawks?

Best: The best overall book is Walter Lord's *Incredible Victory* [Harper & Row, 1967], it gives you a feeling of personal involvement. The Battlehawks bibliography includes a very complete list of books on the subject.

CGW: Turning to the game itself, what do you think of Battlehawks 1942 now that you have seen it?

Best: When Lucasfilm first talked to me and told me that the game would have movie quality I had reservations and was skeptical. However, I am *tremendously* impressed with the look and feel of the game. Tremendously!

CGW: The dive bombing sequence in Battlehawks 1942 is really exciting. In reality, when you go "over the hump" and point your aircraft down in that 70% dive, what do you see? What do you think? What do you feel?

Best: As you approach the target you see it below you off to one side. The target disappears under your wing before you begin the dive. You push the stick straight forward, going over the hump, and all of a sudden you are vertical. It feels like the first big drop on a rollercoaster. Your stomach starts to float up into your nostrils.

As to what you think during the attack. You don't. You are doing something you have practiced a hundred times. It's like shooting baskets in basketball, you don't really have any particular thoughts just before you do it. You are doing unconscious coordination.

When you go into a vertical dive from 20,000 feet you have all kinds of time to study the ship below you; to check the wind indications; to check your angle of attack; to check the aircraft around you. In my case there were fighters being launched as I came down and that was a matter of some concern to me in getting out.

But there really isn't any excitement. There isn't any courage or fear. While you are in the dive it's just a problem to be solved.

CGW: Wow! . . . OK. Now tell us about torpedo bombing in Battlehawks. In what ways does the game give us an accurate feel for torpedo bombing?

Best: The visualization of the torpedo attack is very good, but the stall speeds are a bit off.

Falstein: We are reworking that sequence. The stall rate and angle are being adjusted based on what Dick has told us.

CGW: In what specific ways is Dick adding to the realism of the game?

Falstein: He has helped us fine tune the responsiveness of the controls. He is helping us a lot with the documentation, and is giving us the feeling that we are on the right track.

CGW: In closing, do you have any final comments about Battlehawks 1942?

Best: I am exceedingly impressed by the game to the point that I am thinking about buying an IBM just so that I can play the game at home.

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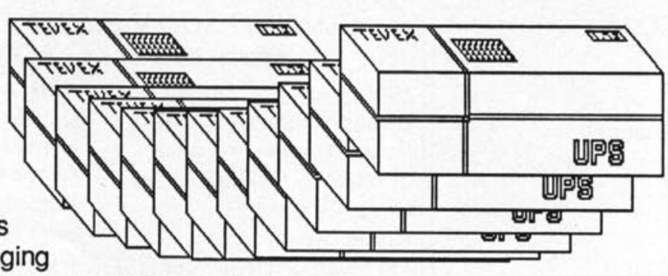
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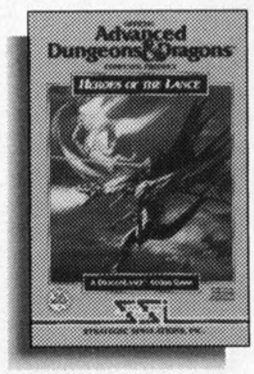
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Pool of Radiance - SSI
Typhoon of Steel - SSI

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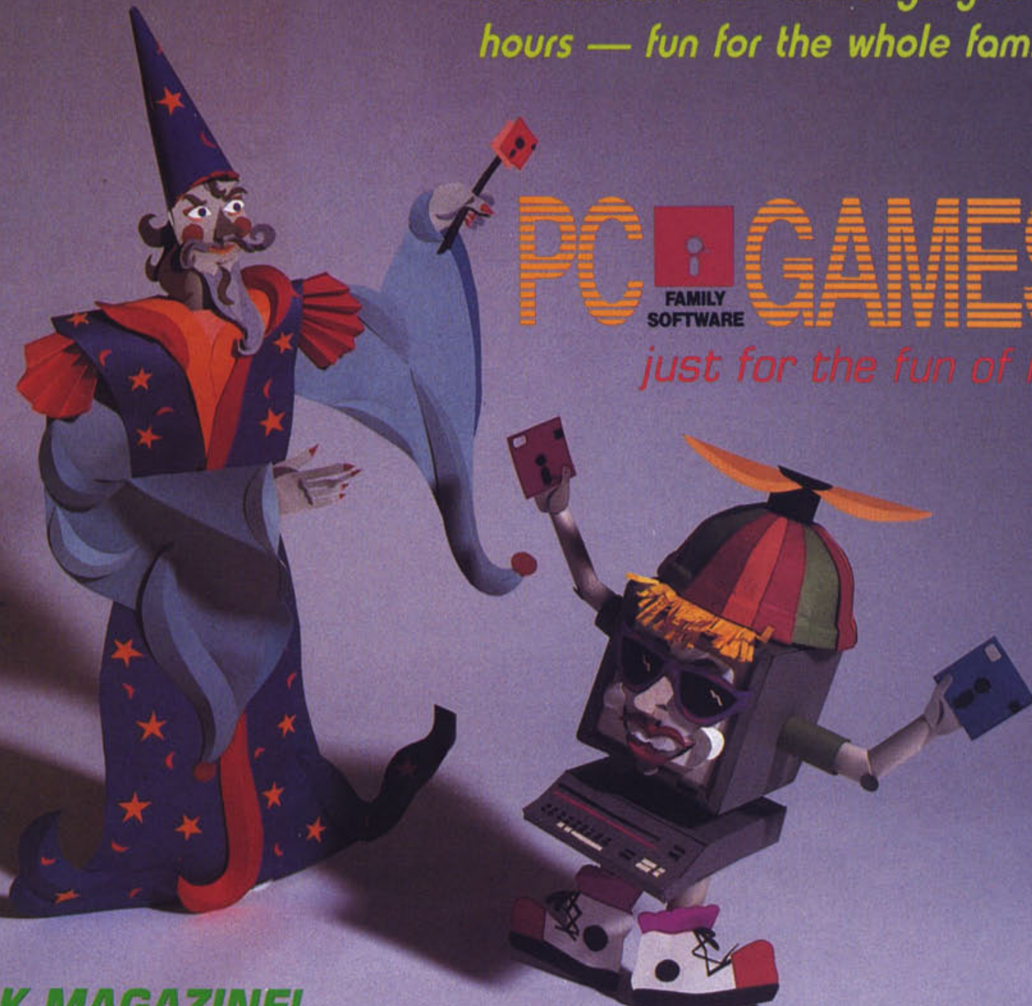
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Christmas Buying Guide

(Continued from page 27)

year of working on Might and Magic II, *I really need a vacation, but all I really want to do is play* Might and Magic II.*—Jon van Canegham, New World.*

Incredible graphics, better play balance, new character classes, and a new storyline should make this program irresistible to adventure gamers. Apple II ($49.95), C-64/128 ($39.95). Circle Reader Service #57.

Omnitrend:
PALADIN: "Paladin *is a close-combat, fantasy game for one person, which features digitized sound and animated graphics. The package also includes a quest builder which allows the player to design his own quests."—Bill Leslie, Omnitrend.*

This game does for small unit fantasy combat what *Breach* did for science fiction combat. Gamers should like them both for the same reasons. See the review in this issue. Amiga, Atari ST ($39.95). Circle Reader Service #58.

Origin:
TIMES OF LORE: *It has the best of both worlds— the best of arcade action as in* Gauntlet *and the best of fantasy role-playing with an Ultima-type conversational interface—combined with an icon-based over-all interface which allows you to sit back and play with only a joystick and a space bar. A full-blown fantasy role-playing game that's easy to get into."—Lord British, Origin.*

This game is completely joystick/space bar driven, but offers more depth and animation than the typical action game. Chris Roberts is the designer of this game which has Lord British applauding. Apple II, C-64/128 ($39.95). Circle Reader Service #59.

Paragon Software:
GUARDIANS OF INFINITY: TO SAVE KENNEDY: "Guardians of Infinity: To Save Kennedy *is a unique, one-of-a-kind strategy/text adventure because it centers around actual human communication as if your computer came to life and you were actually speaking to, and getting natural responses from, the characters in the game and President Kennedy himself. Coming complete with an extensive background novel and picture disk,* Guardians of Infinity *offers many hours of exciting challenge and unique entertainment."—F. J. Lennon, Paragon Software*

Aficionados of time travel adventures should be intrigued by this fresh idea and approach for an adventure game. IBM ($44.95). Circle Reader Service #60.

Polarware:
THE SPY'S ADVENTURES AROUND THE WORLD: "The Spy's Adventures Around The World *series takes you on a search for the fiendish Dr. X. A travel adventure for the entire family—learn as you play or just play for fun."—Peggy Smith, Polarware*

Separate adventures are currently available for North and South America, as well as Europe. Very reasonably priced and easy-to-use, these games are ideal for young families to play around the "silicon hearth." Apple II, C-64/128 ($17.95), IBM ($19.95). Circle Reader Service #61.

Rainbird:
STARGLIDER II: "The game is fast and

furious! Starglider II *features superfast 3D solid graphics which give you an incredibly realistic feeling of flight."—Cynthia Bruschi, Rainbird.*

The sequel to the popular *Starglider* proves that follow-up products do not have to be inferior to the original. The graphics are improved, the sound is good, and the intensity of play is still there. Amiga, Atari ST ($44.95), IBM ($39.95). Circle Reader Service #62.

Sierra:
KING'S QUEST IV: THE PERILS OF ROSELLA: *"I like Rosella. She's a part of me that comes out in the game. I think that other people will enjoy the game because she is such a strong character."—Roberta Williams, designer of* King's Quest IV.

Gentle in tone and graceful in presentation, this is certainly the most artfully presented adventure in the series. It offers numerous refinements to the earlier game system and a storyline designed to touch your emotions. IBM ($49.95). Circle Reader Service #63.

Spectrum-Holobyte:
FALCON A.T.: "*With* Falcon A.T., *the best of the flight simulators just got better. You'll get the most realistic flight of your life, with new perspectives and full EGA color, and you'll also get the best game in its class."—Phil Adams, President of Spectrum Holobyte.*

This product has been acclaimed almost from its publication. Now, it takes advantage of the faster processors available for IBM and clone systems and offers new missions and perspectives, as well as camera viewpoints. IBM with 286/386 and EGA ($59.95). Circle Reader Service #64.

Strategic Simulations, Inc.:
HEROES OF THE LANCE: "Advanced Dungeons & Dragons *is extremely popular. People have just been eagerly awaiting each release."—Linda Blanchard, SSI.*

This is the action game based on the popular *DragonLance* series of books. Players can take on the personae of their heroes from the books and play a fast-moving dungeon romp with some strategic options thrown in. Atari ST ($39.95). Circle Reader Service #65.

Strategic Studies Group:
MACARTHUR: *"Finally, after all the people who have called up and asked, 'When is that Korean game going to be out?', this is it."—John Gleason, SSG*

This is a game covering the Korean Conflict and utilizing the *Battlefront* system. It is a command simulation which pictures that troubled action. Apple II, C-64 ($40.00). Circle Reader Service #66.

Taito:
OPERATION WOLF: *"Voted the number one arcade game in North America [by arcade operators, as reported in* Replay *magazine], this hot arcade hit features incredible graphics and a full range of sound effects that explode with action from start to finish."—Anita Deiter, Taito.*

This is the home computer version of a combat-oriented coin-op game. Players assume the role of a rescue/attack team during a hostage rescue mission in the South American jungle. Amiga, Atari ST, Commodore 64/128 ($39.95). Circle Reader Service #67.

Video Gaming World

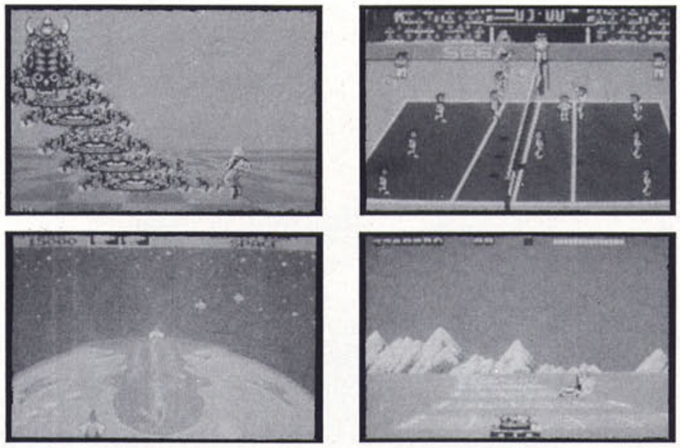
-by Bill Kunkel, Joyce Worley, & Arnie Katz

In the spirit of our "Christmas Buyers Guide" theme, the trendy trio from Brooklyn offer their opinions on the best games for **Sega** *and* **Nintendo**

The Best of Sega

It was a mixed year for the **Sega** system. The highs were explosive, including several classic action games and the best 3-D system ever offered in *any* medium, but there were also some discouraging lows for fans of this system.

The biggest disappointment was the small number of new releases and the difficulty many users had in obtaining what few there were. Unlike **Nintendo**, **Sega** steadfastly refused to allow third-party publishers into the market. This was true, at least, until their late-summer agreement with **Activision**. As a result, while NES library grew by leaps and bounds, **Sega**'s just inched slowly forward. When a dud is released for the NES, the pain is assuaged somewhat by the simultaneous presence of several winners. New **Sega** software has been like drops of water in the desert, and when one of those drops is bitter, it's not so easy to wash away the taste. Enough complaining, though, this article is mostly about successes and there were several that were absolute revelations.



Clockwise from upper left: Space Harrier; Great Volleyball; Out Run; 3-D Missile Defense

Best Action Game - *Space Harrier*

In a year when **Sega**'s astonishing 3-D games eclipsed almost every other action videogame, *Space Harrier* stole even *their* thunder. The player is represented by an on-screen surrogate equipped with a jet pack and armed with a zap gun. He flies away from the screen, toward the horizon. Coming *toward* the screen, and right *at* the player, are a gallery of monsters, boulders, and trees which must be either blown up or dodged. For visceral, pulse-pounding excitement, *Space Harrier* is this year's pick of the litter.

Honorable Mention: *Choplifter*

Best Action-Strategy - *Monopoly*

The classic **Parker Brothers**' board game so beloved by budding capitalists everywhere got a first-class videogame translation. It's still the same game, but *Monopoly* never looked this good!

Best Sports Game - *Great Volleyball*

Sports games are **Sega**'s weakest category and, in fact, **Sega** came pretty close to getting no award this time out. *Great Volleyball* is not a triumph of design, but it *is* playable and realistically simulates Olympic-style volleyball. This places it head and shoulders above the rest of **Sega**'s sports entries. It is a tough game, but it includes a practice mode that allows players to work on their weak points.

Best Arcade Translation - *Out Run*

The best feature of this arcade smash couldn't be translated to this home version (the hard-to-control steering wheel), but the glorious graphics arrived largely intact. This is a driving game for auto fans with highly satisfying action and control.

Best Sound and Graphics - *Rocky*

Rocky isn't the greatest boxing game we've ever seen, but it definitely boasts the most eye-popping graphics. As movie pugilist, Rocky Balboa, the fat city prelim guy who became champion, the player takes on such stalwart opponents of the "Italian Stallion" as Apollo Creed and Clubber Lang.

Best Target Game - *3-D Missile Defense*

Sega's light phaser games are all superb, but this game, which combined the light gun with the **Sega** 3-D system is the undisputed *creme de la creme* of target videogames.

Honorable Mention: *Gangster Town/Shooting Gallery*

The Best of Nintendo

This was a breakthrough year for **Nintendo** in the United States. In many ways, **Sega** and **Nintendo** started 1988 on an equal footing. True, there were more **Nintendo** systems than **Sega** systems, but **Sega** was taking large strides to close the gap with its superior 3-D system and light gun. Not only has the gap not closed, but **Nintendo** has seemingly blown it even wider. By supporting *regulated* third-party publishing for its system, **Nintendo** has built up a non-pareil library that reflects a diversity of entertainment genres.

Best Action Game - *R.C. Pro-Am* (**Nintendo**)

One of the most compelling, addictive videogames ever published, *R-C Pro-Am*'s only drawback is its lack of a two-player mode. Players manipulate a "radio-controlled" pick-up truck over a series of tracks, competing against a trio of computer-guided vehicles. This is

(Continued on page 56)

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more than a simple race car game, though. The track is salted with a wide variety of obstacles (Would you believe a huge metal wall that periodically shoots up from underground?), dangers (oil slicks and puddles), and bonus objects. The bonus items include: special tires, top speed boosters, and super accelerators, in addition to bombs and missiles. The slightly elevated side-view offers an optimal view of the proceedings and the thrills are non-stop.

Best Action-Strategy Game -
Raid on Bungeling Bay (**Broderbund**)

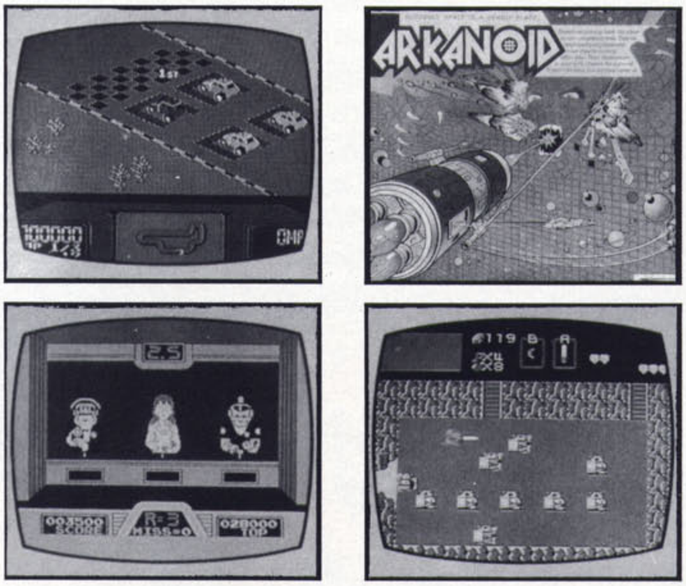
This game was rescued from **Broderbund**'s computer software vaults, updated slightly, and sent out to challenge all the bright new games for the **Nintendo** system. Frankly, it blew them out of the water. Great overhead perspective and multi-directional scrolling make this assault on the Beungeling Empire's war machine a delightful game experience.

Best Sports Game -
Pro Wrestling (**Nintendo**)

Okay, so professional wrestling *isn't* a sport, strictly speaking, but this videogame is presented in a totally straightforward manner that reflects both an understanding of and appreciation for the grappling game. This game offers mat fans realistic graphics, non-stop action and real wrestling moves (piledrivers, clotheslines, and suplexes). There are even moves off the top rope and outside-the-ring action. *Pro Wrestling* is the only wrestling videogame that really understands what it is simulating.

Honorable Mention:
10 Yard Fight (**Nintendo**)

Best Arcade Translation -
Arkanoid (**Taito**)



Clockwise from upper left: R.C. Pro-Am; Arkanoid; The Legend of Zelda; Hogan's Alley

Arkanoid is a high tech permutation of the old wall-bashing ball-and-paddle games and it proves that a good idea is forever. This update adds bonus tokens which fall from busted bricks. When caught by the player, they translate into special powers (expanded paddle size, multiplying balls, etc.). The graphics are incredible and the play mechanic is positively addictive.

Honorable Mention:
Tiger-Heli (**Taito**)

Best Sound & Graphics -
Side Pocket (**Data East**)

Side Pocket is, quite simply, the finest pocket billiards simulation ever seen on *any* videogame or computer. A big part of its appeal can be attributed to its gorgeous sound and graphics. Everything from the "clack" of the balls to the slightly worn felt around the table's pockets is captured perfectly. You can almost smell the brandy and cigars.

Most Innovative -
Jaws (**LJN**)

Jaws is a combination action-strategy and, occasionally, both simultaneously. Guide your ship through the ocean (represented by a macro-overview with multi-directional scrolling) in search of "Big Bruce" and many of his smaller associates. Players build up power by capturing seashells and gain wealth by collecting starfish. Eventually, they can stand a chance against the infamous Jaws himself. In the meantime, they must deal with armies of jellyfish and other aquatic denizens who help make this game the year's most pleasant surprise.

Best Adventure -
The Legend of Zelda (**Nintendo**)

With *Legend of Zelda*, **Nintendo** took many of the elements commonly found in computer action-adventures and brought them to the videogame universe where they proved to be a sensational success. Watch for the soon-to-be-released sequel, *Zelda II*

Honorable Mention:
Metroids (**Nintendo**)

Best Target Game -
Hogan's Alley (**Nintendo**)

Target games are the weakest area of the **NES** library, but *Hogan's Alley* is an entertainig variation on the theme. It forces the player to discriminate among targets rather than simply blast away willy-nilly. Before players pull that trigger, they must ask, "Is that a good guy or a bad guy you're about to waste?"

Video Gaming World's Newswire

-Compiled by Joyce Worley

Activision has become the first third-party publisher of **Sega** cartridges. Until now, **Sega** purchased licenses of well-known games from their originating companies for publication and distribution by **Sega**. The recently inked agreement allows **Activision** to create and publish games under their own logo, games for play on the **Sega** Master System. This repeats history. Late in the 70's, **Activision** became the world's first third-party videogame publisher when the company won the right to publish **Atari 2600** cartridges. The first **Sega** cartridge to bear the **Activision** logo will be *Rampage*, scheduled for pre-holiday release and based on **Bally**'s runaway coin-op hit. . . . **NES**ers will also have a chance to *Rampage* through cities as George the Ape or Lizzy the Lizard. **Data East** expects it to be on retailers' shelves, soon. . . . **Acclaim** has expanded into the **Nintendo** peripherals market with their infrared wireless remote controller, scheduled for winter release

(Continued on page 61)

Add some color to your fantasies.

Looking for sparkle and excitement in your fantasy role-playing games? Then look for these colorful titles from SSI:

QUESTRON II.™ Travel back in time to find the way to destroy the Evil Book of Magic — before it can be completed by the six Mad Sorcerors led by Mantor.

The superb color graphics is nothing short of stunning. The visual presentation of the mystical world — from the wilderness, towns and dungeons to the countless characters and monsters — is truly breathtaking.

QUESTRON II offers an experience so awe-inspiring, it surpasses even its legendary predecessor!

APPLE, APPLE II GS, C-64/128, ATARI ST, IBM, AMIGA.

DEMON'S WINTER.™ The five adventurers you guide in this role-playing game are faced with the apocalytic menace of the demon-god, *Malifon.* Although trapped inside a volcano, Malifon threw the entire world into a deep, frigid winter — and turned the oceans into blood. In this desolate setting, his minions thrive and threaten to free Malifon!

Your mission is clear: Search the lands and seas of this vast world for the spells needed to trap Malifon forever and undo his wintry curse.

Though the Demon's Winter may chill your bodies, may courage, honor and perseverance warm your souls!

APPLE, C-64/128.



SSI™

TO ORDER: Visit your retailer or call 1-800-245-4525 to charge on VISA/MasterCard.
To receive SSI's complete product catalog, send $1.00 to: SSI, 1046 N. Rengstorff Avenue, Mountain View, CA 94043.

Free Spirit Software
P.O.Box 128, 58 Noble St.
Kutztown, PA 19530

SEX VIXENS FROM SPACE: Colorful graphics enhance this adventure set in the future. You are Captain Brad Stallion on a mission to save the male population from kidnapping and degradation at the hands of beautiful sex-starved females from the planet Mondo. Nice work, if you can get it! Amiga, IBM. ($39.95) Circle Reader Service #6.

Gamestar
3885 Bohannon Dr.
Menlo Park, CA 94025

PETE ROSE PENNANT FEVER: In this hybrid action-strategy game, the only things the player doesn't control are the lines at the concession stands. Competitors act as General Manager, Field Manager, and Player in this joystick optional baseball game. Different-view player perspectives, individual player control, player drafting, free agents, pinch hitting & running, stealing, throwing and hitting will keep you busy on and off the field. IBM & Tandy ($39.95) Circle Reader Service #7.

TAKE DOWN: One or two players compete in this action game of tag-team wrestling. Choose from eight different braggadocios and inflict as much pain as you can before you get "atomic dropped." Each wrestler has his own set of individual moves and holds in this joystick-driven, computer version of wrestling mania. C-64/128 ($29.95) Circle Reader Service #8.

Interplay Productions
1575 Corporate Drive
Costa Mesa, CA 92626

BATTLE CHESS: Combine medieval 3-D combat, Monty Pythonic humor, and one of the world's oldest games, and you have the latest creation from **Interplay**. Stunning graphics and animation combine with a powerful chess program to put new life into an old game. Watch knights literally chop each other up in a scene reminiscent of *Monty Python & The Holy Grail*. You can turn off the animation and use this as a straight chess computer, but you'll miss all the fun. Amiga ($49.95) Circle Reader Service #9.

Lucasfilm Games
P.O.Box 2009
San Rafael, CA 94912

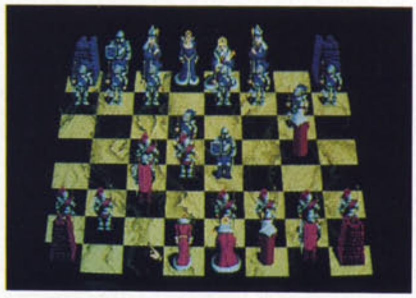
BATTLEHAWKS 1942: A variety of planes and missions from the Pacific Theater of WWII forms the attraction of



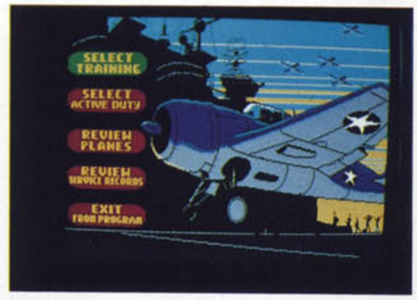
Pete Rose Pennant Fever



Take Down



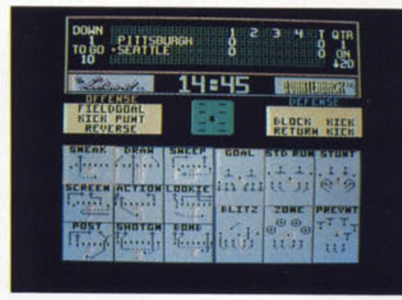
Battle Chess



Battlehawks 1942



Barbarian



John Elway's Quarterback

this air combat simulation. Great graphics and lots of special effects (What would you expect from **Lucasfilm**?) make this game a real eye-opener. See the review in this issue.

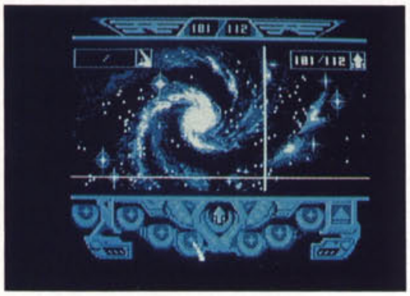
Mastertronic International Inc.
711 W. 17th St.
Costa Mesa, CA 92627

BARBARIAN: Hegor the Barbarian (a character who looks suspiciously like *George of the Jungle*) is the hero of this action game. His mission (and the player's task) is to run the gauntlet of nasties and traps that the evil Necron has placed in front of him. Attack (with a variety of weapons), defend, and flee are among the options to be chosen in this smooth scrolling, joystick driven, action game. C-64/128 ($29.99) Circle Reader Service #10.

JOHN ELWAY'S QUARTERBACK: One or two players can now fight it out on the gridiron in this computer version of the popular arcade game. Choose from a variety of offensive or defensive plays, then control a key player on either side of the line. Running, passing, kicking and tackling are all under your control. Unfortunately, there's no provision for spiking the ball. Joystick required, C-64/128 ($29.99) IBM with 5 1/4" ($29.99), with both 3 1/2" & 5 1/4" ($34.99). Circle Reader Service #11.

Mindscape
3444 Dundee Rd.
Northbrook, IL 60062

CAPTAIN BLOOD: The Problem: Five, life-draining clones are scattered throughout the galaxy. The Mission: They must be found and assimilated ASAP. Interplanetary communication via an icon based language, smooth flowing fractal graphics, hyperspace jumps and stunning graphics combine to make this a



Captain Blood



Space Harrier



Out Run



Wizard Wars



Manhunter: New York



Typhoon of Steel

very unusual graphic adventure. Originally published in France, the music is by Jean-Michel Jarre. C-64/128 ($34.95). Circle Reader Service #12.

SPACE HARRIER: Grab on to your joystick and get ready to dodge the myriad of invading aliens in this home version of the arcade hit. Crashing into the landscape can be just as dangerous as the monsters in this 3-D action game. Watch out for that tree! C-64/128 ($29.95) Atari 520 ST, Amiga ($49.95). Circle Reader Service #13.

OUT RUN: Drivers choose from a variety of courses in this joystick-driven version of the arcade hit. Players drive past a wide variety of scenery and other race cars as they shift gears, accelerate or brake for a hairpin turn. Wiping out at 200 mph will literally flip you out. C-64/128 ($29.95) Atari 520 ST, Amiga ($49.95). Circle Reader Service #14.

Paragon Software
600 Rugh St, Suite A
Greensburg, PA 15601

WIZARD WARS: Good versus Evil redux. The player-character is a wizard with depleted powers and must restore his power and spell book by recovering relics, gaining spell scrolls and defeating over 50 different monsters. There are over 30 magical kingdoms to explore and three different dimensions to travel before the final confrontation. Attractive graphics supported by EGA or CGA. IBM ($44.95) Circle Reader Service #15.

Sierra
P.O.Box 485
Coarsegold, CA 93614

MANHUNTER:NEW YORK: It's the future, it's New York, and you've been hired by alien invaders to monitor human activities and report subversives in this action/adventure game. Great graphics, tough arcade sequences and a fascinating story line make this an interesting contest of wits. You'll follow up leads by traveling around New York, collecting information and accessing data banks. You may even be called upon to literally spy on *yourself*! IBM ($49.95) Circle Reader Service #16.

Strategic Simulations, Inc.
1046 N. Rengstorff Ave.
Mountain View, CA 94043

TYPHOON OF STEEL: The Pacific, Asian and European theaters of WWII can now be re-fought in this sequel to the *CGW* award-winning *Panzer Strike* game. All the weapons, AFVs and support elements found in actual combat appear here. Armchair officers can fight single battles or enlist for the entire campaign. In the jungle, *everyone* can hear you scream, "Banzai!" Apple II series, C-64/128 ($49.95) Circle Reader Service #17.

Conversions Received

For the Amiga:

4th & Inches (Accolade)
Skyfox II (E.A.)
Warlock (Three-Sixty)
World Class Leader Board (Access)

For the Apple IIGS:

4th & Inches (Accolade)
King's Quest III (Sierra)

For the C-64/128:

AD & D: Dungeon Masters Assistant (SSI)

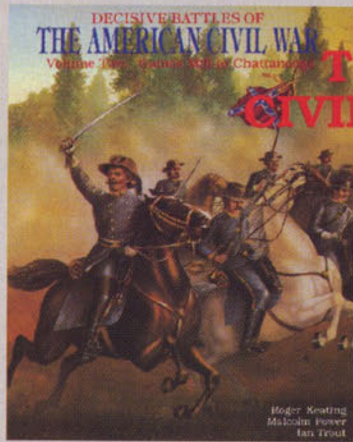
For the IBM:

Fire Brigade (Panther) requires 640K
4th & Inches (Accolade)
Night Mission Pinball (subLogic)
PT 109 (Spectrum Holobyte

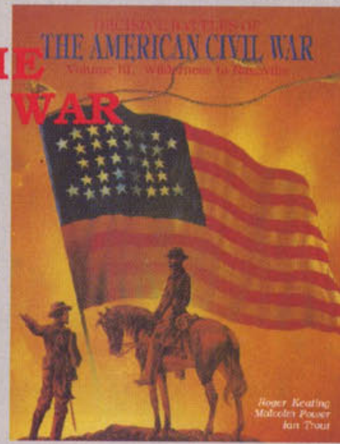
Strategic Studies Group Presents...

GAINES MILL
STONES RIVER
GETTYSBURG
CHICKAMAUGA
CHATTANOOGA

Can you, standing in for Robert E. Lee, stall McClellan's Federals outside Richmond... ?
Or will you, as George Gordon Meade, stop the Army of Northern Virginia at Gettysburg and fatally turn the war against the Confederacy... ?



THE CIVIL WAR



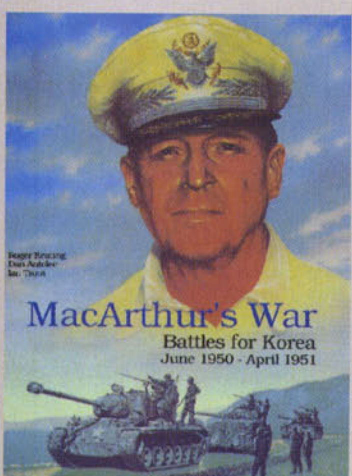
WILDERNESS
SPOTSYLVANIA
COLD HARBOR
ATLANTA
FRANKLIN
NASHVILLE

Can you, commanding the veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond... ?
Or will you, as William T. Sherman, defeat Joe Johnston, destroy Atlanta and march to the sea... ?

The ***Decisive Battles Game System*** lets you step into the past and command the armies which fought out these great battles. The simple menu structure which drives the game is so easy to use that you'll be issuing orders like a veteran ten minutes after booting up the disk. You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WARPLAN™**, and our unique graphics editor, **WARPAINT™**.

WARPLAN™ lets you construct original battles of your own design as well as creating endless variations to the historical scenarios. **WARPAINT™** gives you complete graphic control over the icon and terrain symbols used in the game. Shapes and colors can be changed at will to produce your own special effects.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.



The Korean War

'Across the 38th'
Taejon
Naktong Bulge
Unsan
Chongchon
Chosin Reservoir
Chipyong
Imjin

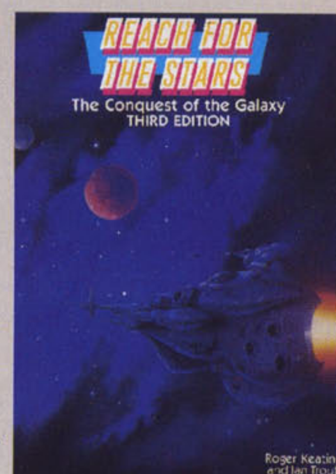
The ***Battlefront Game System*** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WarPlan™**, and our unique graphics editor, **WarPaint™**.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.

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***Reach for the Stars** is our all-time classic game of space exploration and conquest. The third edition contains two great games in one; the original **Reach for the Stars** and an entirely new scenario, with lots of options for advanced play. It's a four-cornered contest for domination of the galaxy and there's only one winner. The computer plays all places not taken by humans and it never gives anyone an even break.*



To win a game of ***Reach for the Stars*** you must have explored the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in R&D, and produced a huge navy. This will have been employed in settling disputes with your neighbours. As always, the biggest navy gets to adjust the border.

Whatever your qualifications as a space tyrant, ***Reach for the Stars*** is guaranteed to be totally addictive. . .

Available now for IBM, Amiga, Macintosh, IIgs, the Apple II Family and the C64/128.

How to Purchase. In North America, visit your retailer or call Electronic Arts 800-245-4525 (in CA call 800-562-1112) for VISA or Mastercard orders or write to Electronic Arts, P.O. Box 7530 San Mateo, CA. 94403. In Australia, write to SSG, P.O. Box 261 Drummoyne, 2047.

Video Gaming World

(Continued from page 56)



John Elway's Quarterback for the Nintendo Entertainment System from Tradewest Inc.

and priced at $39.95. The controller weighs less than a pound. . . . *Quarterback*, the coin-op by **Tradewest**, has been endorsed by Denver Bronco QB John Elway and renamed *John Elway's Quarterback*. **Melbourne House**, through a joint-venture agreement with **Tradewest**, is introducing the game for personal computer play, but the videogame version will be **Tradewest**. It lets one or two **NES**ers play head-to-head, control offense and defense, run, pass, kick and tackle, in a high-skill simulation of real football. . . . **Jaleco**'s *City Connection* for the **Nintendo** has a different twist on auto racing games. Players control a sedan over a high-action obstacle course that stretches from New York to Tokyo, by way of London, Paris, and India. Drivers collect oil cans to throw at the enemies in pursuit of the car. The vehicle lays down a color trail behind it as it toots on down the unusual three-tiered highway, dodging bad guys, good guys (the cops), and hurdles on the roadway. . . . According to **Sunsoft**, the current champ on *Spy Hunter* racked up an astounding 2,250,155 points. . . . A new joystick from **Wico** boasts ergonomic design (that means it has been tested for comfort and usability). The *Ergostick* is made of soft, pliable material, and form-fitted for perfect hand grip. The fire button is on the bottom for easy operation by the index finger and the shaft is centered on top to operate easily with finger-tip control. The *Ergostick* provides feedback—a slight click—when you move in any direction or press the fire button. It retails for $24.95 and is compatible with **Atari 2600, 7800, 400, 800, 1200, ST,** and **XE** systems, **Commodore 64/128, Vic-20,** and **Amiga** computers. . . . **Konami**'s *Track & Field II* turns every gamer into an Olympic star. Two players compete (or one gamer plays against the computer) in a catalog of sporting events which include: Taekwondo, pole vaulting, canoeing, skeet shooting, gliding, pistol firing, arm wrestling, fencing, triple jumping, and swimming.

First Expedition

(Continued from page 22)

to the point of plotting the star's coordinates on the map or trying to use the compass or anything else that seems even remotely related to game play.

Though it was included apparently to try to make the game more educational and realistic, why in the world—whether Yorland or any other one—would anyone on a ship equipped with computerized triangulation want to depend so heavily on a clumsier, less accurate, more time-consuming method? Navigation is still clumsy with autoplot, but it is not as much a pain in the portside as manual triangulation.

Commendations

Kudos must be given to **Interstel** for marketing a game in which violence has very little emphasis. Nevertheless, the game might have been better if it *had* had more battles and some of those thieving aliens had still been around.

Bottom Line

Not recommended for adventure gamers unless they are interested in intricate navigational techniques.

Ship Class Capabilities

Class	1	2	3
Fuel	390	490	590
Food	3	4	5
Ammo	20	40	60
Rockets	10	15	20



Reader Input Device #53

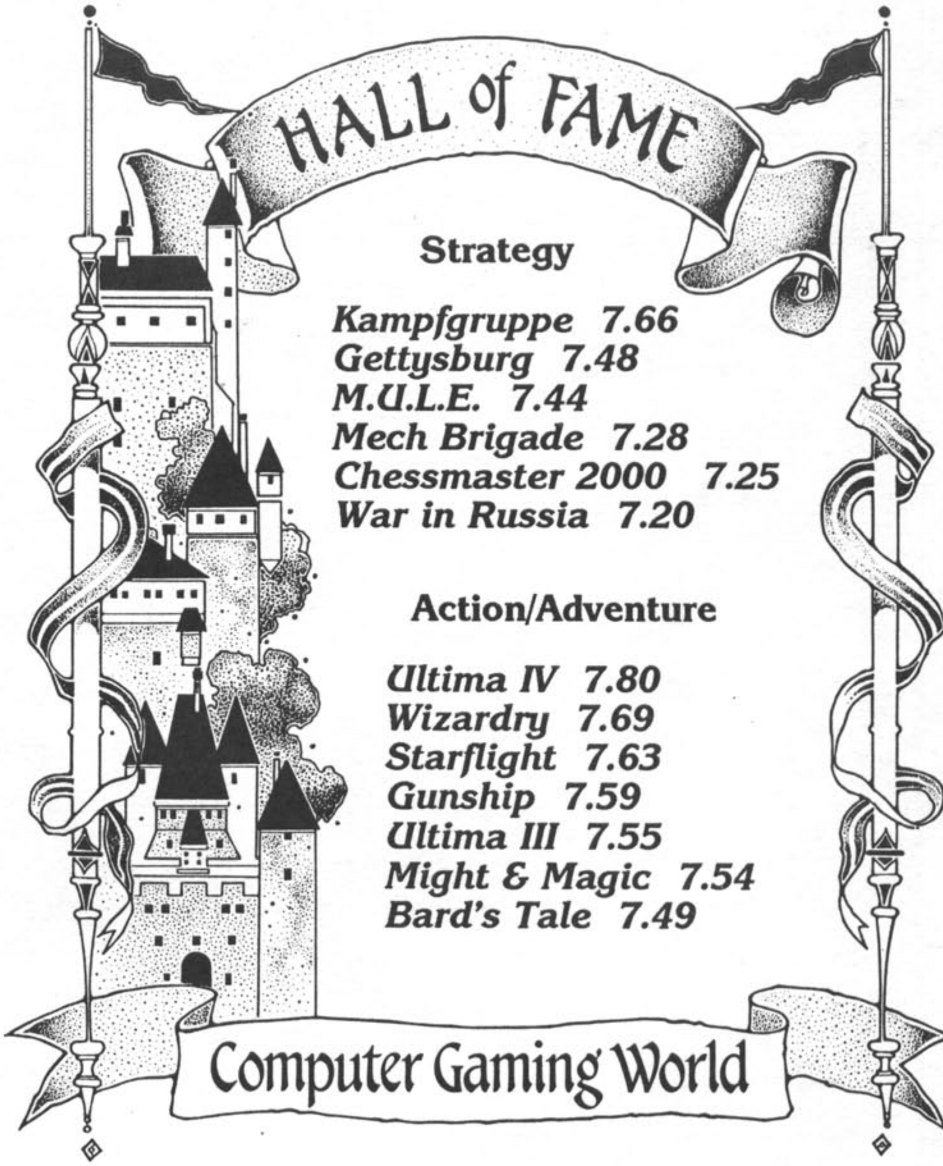
On this page, a number of games and articles are listed for evaluation. For each game you have played or article you have read, place a 1 (terrible) through 9 (outstanding) next to the appropriate number on the card placed opposite page 4.

Games

1. Wasteland (EA)
2. Dungeon Master (FTL)
3. Ultima V (Origin)
4. Pirates (Microprose)
5. Bard's Tale III (EA)
6. Stealth Fighter (Microprose)
7. Falcon (Spectrum Holobyte)
8. Faery Tale Adventure (microillusions)
9. Three Stooges (Cinemaware)
10. Shadowgate (Mindscape)
11. Empire (Interstel)
12. Earl Weaver Baseball (EA)
13. Breach (Omnitrend)
14. Strike Fleet (EA)
15. War in the South Pacific (SSI)
16. Ancient Art of War at Sea (Broderbund)
17. Panzer Strike (SSI)
18. Halls of Montezuma (SSG)
19. Russia (SSG)
20. Rebel Charge Chickagmauga (SSI)
21. Decisive Battles of the ACW (SSG)
22. Star Saga I (Masterplay)
23. Police Quest (Sierra)
24. King's Quest IV (Sierra)
25. Battlefront (SSG)
26. Paladin (Omnitrend)
27. Battlehawks 1942 (Lucasfilm)
28. Pete Rose Pennant Fever (Activision)
29. Jordan vs. Bird (EA)
30. Future Magic: Sentinel Worlds (EA)
31. Downhill Challenge (Broderbund)
32. Caveman Ugh-lympics (EA)
33. Manhunter (Sierra)
34. Captain Blood (Mindscape)
35. Typhoon of Steel (SSI)
36. Pool of Radiance (SSI)
37. Rocket Ranger (Cinemaware)
38. Battlechess (Interplay)
39. Wizard Wars (Paragon)
40. Demon's Winter (SSI)

Articles

41. Inside the Industry
42. Fantastic Voyages II
43. Demon's Winter Review
44. Wizard Wars Hints
45. First Expedition Review
46. Battlehawks 1942 Review
47. Paladin Review
48. Christmas Buying Guide
49. Video Gaming World
50. Red Storm Rising Review
51. CGW Game of the Year Awards



Strategy

Kampfgruppe 7.66
Gettysburg 7.48
M.U.L.E. 7.44
Mech Brigade 7.28
Chessmaster 2000 7.25
War in Russia 7.20

Action/Adventure

Ultima IV 7.80
Wizardry 7.69
Starflight 7.63
Gunship 7.59
Ultima III 7.55
Might & Magic 7.54
Bard's Tale 7.49

Be it known to all gentle persons that the games inscribed above are honored for their high popularity with the people of our fair land. These august games have been well spoken of by our readers over a goodly period of time and, thereby, have gained the respect and good will of the powers that be at CGW. Be it known to all that read these words that any game found on this list is a game of renown and worthy of play by all.

TRACON

Air Traffic Control Simulator



A game? Or a reflection of a deadly reality? It looks simple—just keep every blip on your scope apart as you vector them around for approaches and departures. But they keep coming, pushing you to your limits. And *you alone* must prevent a dreaded crash between airliners loaded with passengers.

In this first ever microcomputer simulation of a Terminal Radar Approach **CON**trol facility created by a PhD ATC simulation expert, an FAA R&D manager, and professional controllers, you'll enter the inner sanctum of air traffic control.

Handle traffic on a "real" ATC radar scope. Adjust traffic loads from "no-sweat" midnight levels to a five-o'clock rush. Choose "lousy" pilots or "stormy" weather to test your skill with pilot errors and "go-arounds".

FAA insiders compare TRACON with million-dollar ATC trainers. It gives you a realistic traffic mix from Piper Cubs to Boeing 747 "heavies" in any of five control sectors: Los Angeles, San Francisco, Miami, Chicago, and Boston. Yet no experience is necessary: a detailed manual, sample scenarios, and an audio cassette demo tape train you in ATC procedures and jargon.

A game? Hardly. TRACON mirrors a world where decisions determine not revenues or profits, but lives!

To order, call 1-800-634-9808.

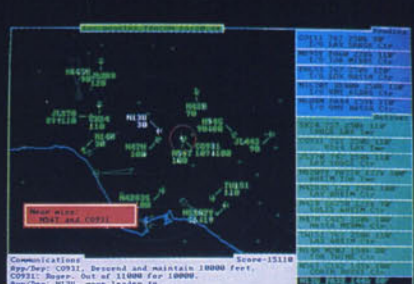
Requires IBM PC or compatible with at least 256K, one disk drive, and graphics monitor. Mouse optional. Price of $49.95 includes program on 5.25" and 3.5" IBM PC diskettes, typeset manual, on-disk samples and an audio cassette tape demonstration scenario. Please add $5 for shipping and handling; Texas residents add 8% sales tax. We ship the next day via UPS. Unconditional 30-day money-back guarantee: if not completely satisfied, just return it to us for a full refund. Dealer inquiries welcome.

Wesson International

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Producing intuitive, elegant microcomputer software since 1981

EGA Screen Photograph of TRACON



Both CGW's overall Game of the Year, "Empire," and Adventure Game of the Year, "Wasteland," strengthened their position at the top of their respective ratings lists by slightly improving their score. In the only real movement in the Action/Adventure Top Ten, "Stealth Fighter" and "Falcon" looped around each other in their continuing dogfight over fifth position.

Except for the continual downward slide of older titles, the Strategy list seems firmly entrenched. "Rommel: Battles for North Africa" is the only fresh title in the top 20, but that could change when "Red Storm Rising" is rated and "Battles of Napoleon" is finally released.

Strategy Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Empire	Intstel	Many	9	41	7.80
Earl Weaver Bsball	EA	Am,I	10	43	7.33
Breach	Omtrnd	Many	7	48	7.11
Rommel: Battles	SSG	A,C	1	20	7.07
Silent Service	MicPr	Many	7	102	7.07
Under Fire	AH	Ap	7	23	7.07
3-in-1 Football	Hafner	Many	2	20	7.05
Strike Fleet	EA	A,C	5	43	7.05
Carrier Force	SSI	C,Ap,At	5	108	7.04
War in So. Pac.	SSI	Ap,C	5	23	7.04
Crusade in Europe	MicPr	Many	10	58	7.03
Decision in Desert	MicPr	Many	10	35	7.03
Flight Sim II	SubLg	Many	6	84	7.03
Anc Art War Sea	Brdrbd	I	3	26	7.01
Battle of Antietam	SSI	Many	12	41	7.01
Europe Ablaze	SSG	C,Ap	9	32	7.01
Reach for Stars	SSG	Many	7	45	7.01
Seven Cities of Gold	EA	Many	10	118	7.00
Ancient Art of War	Brodr	I,M	10	39	6.99
NFL Challenge	XOR	I,M	6	22	6.99
Russia	SSG	Ap,C	11	32	6.98
Battlegroup	SSI	C,Ap	4	35	6.95
Defender Crown	MstDsg	Many	8	51	6.95
Rebel Charge	SSI	Many	8	28	6.94
Lords of Conquest	EA	Many	3	42	6.93
Field of Fire	SSI	Ap,C,At	5	67	6.92
U.S.A.A.F.	SSI	C,Ap,At	2	26	6.92
Halls Montezuma	SSG	C,Ap	4	26	6.91
Battlefront	SSG	Ap,C	8	34	6.89
Micro Lg Baseball	MicLg	Many	5	72	6.88
Star Fleet I	Intstel	Many	7	50	6.84
Shiloh: Grant's	SSI	Ap,C,I	5	26	6.83
Roadwar 2000	SSI	Many	3	34	6.80
Computer Ambush	SSI	Many	6	49	6.78
Panzer Strike	SSI	Ap,C	4	28	6.78
Computer Baseball	SSI	All	8	37	6.77
Gato	SpHb	Many	3	79	6.77
Gulf Strike	AH	Many	4	33	6.75
Dec. Battles ACW	SSG	A,C	2	20	6.74
Geopolitique 1990	Th.Mt.	Ap,C	3	29	6.73
Balance of Power	Mndscp	Many	5	37	6.98
No. Atlantic '86	SSI	Ap,M	2	72	6.65
Conflict in Viet	MicPr	Many	5	21	6.63
Battlecruiser	SSI	Ap,At,C	3	29	6.61
Knights of Desert	SSI	Many	5	63	6.61
U.M.S.	Rnbrd	ST,I	3	31	6.61
Chickamauga	GDW	At,C	2	26	6.60
Warship	SSI	Many	4	44	6.57
Fifth Eskadra	SimCan	Many	2	20	6.53
Norway 1985	SSI	Ap,C	4	16	6.48

Adventure/Action Top 50

Name	Mfg	Machine	Tms Rtd	Avg Rsp	Rating
Wasteland	EA	A,C	5	48	7.97
Dungeon Master	FTL	ST	6	41	7.84
Ultima V	Origin	Ap,I	4	48	7.73
Pirates	MicPr	Many	11	52	7.66
Bard's Tale III	EA	A, C	4	44	7.49
Stealth Fighter	MicPr	C	9	23	7.42
Falcon	SpHolo	I,M	6	25	7.40
Faery Tale Adv.	Micrill	Many	7	33	7.29
Three Stooges	Cnmwre	Am,C	4	31	7.19
Shadowgate	Mindsc	Am,I	1	36	7.14
Bard's Tale II	EA	Many	12	55	7.13
Phantasie	SSI	Many	10	68	7.13
Spellbreaker	Infcm	Many	5	24	7.09
Zork Series	Infcm	Many	7	122	7.09
Archon I	EA	Many	12	96	7.08
Legacy of Llygamyn	SirTc	Ap,I	9	52	7.08
Pinball Const. Set	EA	Many	4	47	7.08
Lode Runner	EA	Many	6	60	7.07
Phantasie II	SSI	Many	6	36	7.07
Questron	SSI	C,Ap,At	6	90	7.07
Sorcerer	Infcm	Many	5	58	7.07
Wizard's Crown	SSI	Many	11	58	7.06
Legacy Ancients	EA	Ap,C	4	46	7.05
Wings of Fury	Brdbnd	A	2	20	7.05
Enchanter	Infcm	Many	4	45	7.02
Police Quest	Sierra	I,M,IIGS	5	26	7.02
Eternal Dagger	SSI	Ap,At,C	3	28	7.00
One on One	EA	Many	8	75	7.00
Ultima II	Orign	Ap	8	61	7.00
Leather Goddesses	Inf	Many	2	31	6.98
Airborne Ranger	MicPr	C,I	6	24	6.97
Ultima I	Orign	Ap,C	2	48	6.96
Auto Duel	Orign	Many	2	65	6.95
Deadline	Infcm	Ap,At,I	3	44	6.94
King's Quest II	Sierra	Many	3	20	6.88
World Class Ldr Bd	Access	Am,C	4	20	6.88
Return to Atlantis	EA	Am	2	23	6.87
Hitchhiker's Guide	Infcm	Many	4	108	6.86
Planetfall	Infcm	Many	3	51	6.86
Beyond Zork	Infcm	Many	2	30	6.80
Summer Games	Epyx	Many	2	35	6.79
Wishbringer	Infcm	Many	3	36	6.79
Choplifter	Brdrbnd	Ap,C	6	70	6.78
Racing Dest Set	EA	C,At	3	49	6.78
Phantasie III	SSI	Many	2	26	6.76
Demon Stalkers	EA	C	2	20	6.76
Hardball!	Accld	Many	8	43	6.73
C. Yeager's AFT	EA	Many	2	36	6.72
Marble Madness	EA	Many	2	20	6.71
Return of Werdna	SirTc	Many	5	21	6.66

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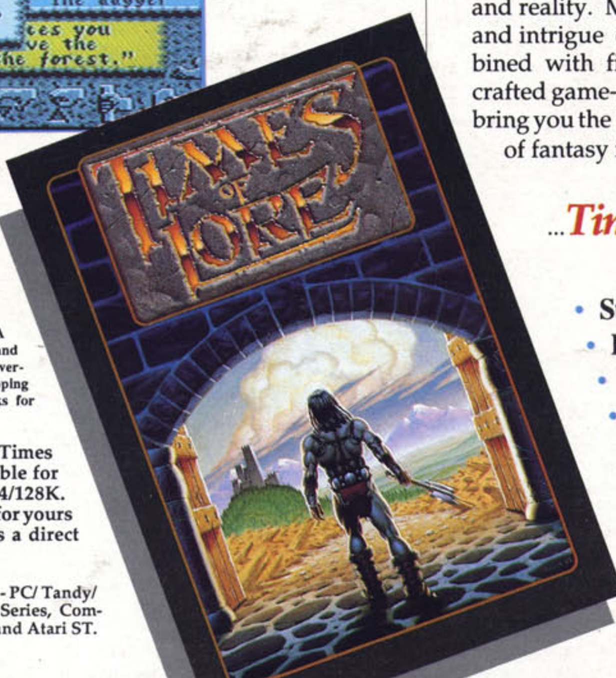
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